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FIRERED VERSION LEAFGREEN VERSION

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POKÉMON®

LEAFGREEN VERSION
FIRERED VERSION

PRIMA Official Game Guide

Eric 'ECM' Mylonas

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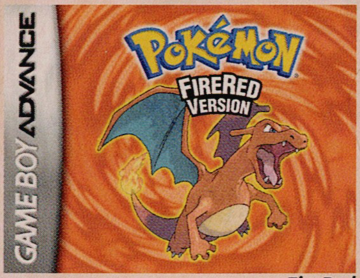
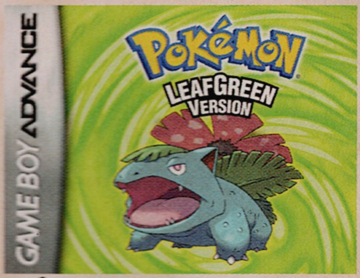
Pokémon Red and Blue, Take 2!



FireRed



LeafGreen

Welcome to Prima's official guide to *Pokémon FireRed* and *Pokémon LeafGreen*. Here is all the info you need to make the most of the newest entries in the world's most popular monster-breeding/fighting/adventuring series.

For those of you who are new to the franchise, *FireRed* and *LeafGreen* are updates of the first two Pokémon titles: *Pokémon Red* and *Pokémon Blue* for the Game Boy® Color. Featuring updated gameplay, graphics, and more Pokémon than you can throw 300+ Póké Balls at, this new addition to the *Pokémon* family is packed with enough content to keep you playing for months.

Why there are two games? Each title has specific Pokémon who aren't available in the other version. Elsewhere in this guide is a list of which ones are available only in *FireRed* or *LeafGreen*. So without further ado, let's catch 'em all!

Using This Guide

This guide contains four main sections:

Game Essentials

This first section covers the basics and gives you a head start when you delve into the depths of all this game has to offer. It covers general gameplay and introduces the concepts you need to know throughout the game.

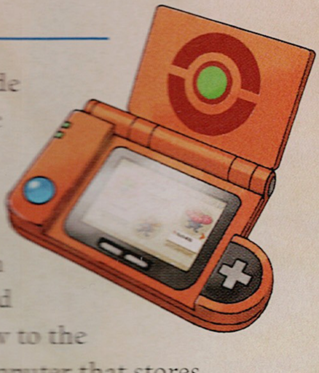
The Walkthrough

This section, packed with maps, leads you through the basic Pokémon quest, taking you from your humble origins in Pallet Town to the final showdown with the Elite Four...and beyond.

CAUTION

The walkthrough is designed to take you through the game with as few spoilers as possible so that the game's surprises aren't ruined as you flip through this guide. However, the Pokédex and Index sections feature information that might affect your overall enjoyment of the game–so read carefully.

The Pokédex



The Pokédex section in this guide contains 251 Pokémon from the wilds of *FireRed* and *LeafGreen*. You can have up to 386 Pokémon from the *Ruby*, *Sapphire*, and *Colosseum* games on one Game Pak by linking up and trading Pokémon. For those new to the series, the Pokédex is a mini-computer that stores information on all the Pokémon you've captured (or traded, bred, or evolved).

The Index

The Index contains tables with information on TMs, HMs, and Berries, and where these can be found, their stats, and more. Be warned: Flipping to this section before playing through the game can reveal spoilers!

Tips, Notes, and Cautions

TIP

These Tip boxes give you important pointers that aid you in your quest throughout the game(s). Pay attention to these as they provide important details.

NOTE

Notes are helpful as general reminders and may also inform you of some small fact, not related to gameplay, that enhances your enjoyment or clarifies a topic.

CAUTION

Cautions are important because they warn you of upcoming threats, problems, or issues of a game-ending or game-impairing nature that you may encounter. Pay close attention to these!

Paper, Rock, Scissors...and Electric?

Pokémon Types

- NORMAL
- GRASS
- FIGHTING
- FLYING
- ROCK
- DARK
- FIRE
- ELECTRIC
- POISON
- PSYCHIC
- GHOST
- STEEL
- WATER
- ICE
- GROUND
- BUG
- DRAGON

Water versus Fire = bad news for Fire

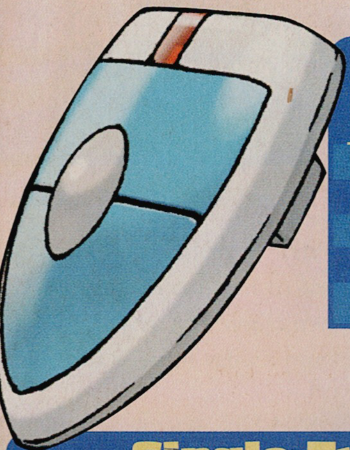
There are 17 types of Pokémon, with many who belong to two types. These exist to give the game a hierarchy for determining damage in combat.

While the act of combat is straightforward in *FireRed* and *LeafGreen*, some things are important to note: Chief among them is how various Pokémon types match up against one another.

The most effective way to play the game is with a well-balanced party made of six of the sixteen Pokémon types (bearing in mind that many of the Pokémon belong to two types). This way you are always equipped to take advantage of *Pokémon's paper-rock-scissors* style gameplay.

Each type of Pokémon has strengths and weaknesses versus other types, with appropriate damage multipliers applied accordingly. For example, while a Fire-type Pokémon may be very effective against a Grass-type, Water will have the same damage multiple effect against Fire. Thus succeeding in battle comes down to matching Pokémon type for type. The well-balanced party has enough Pokémon straddling each category that you always have some Pokémon capable of causing your opponent devastating damage.

The following tables show how the various matches shake out. Damage can go as high as 4x if a Pokémon is comprised of two classes that would each normally take 2x damage from a specific type. For example, a Pokémon that is both Steel and Electric would be very vulnerable to Ground-type attacks.



Damage Multiplier Table

Condition	Multiplier
Move is the same type as Pokémon	1.5x
Move is effective against opponent's type	2–4x
Move scores a Critical Hit!	2x
Pokémon has an Item that raises the move's Strength	1.1x
Rain Dance or Sunny Day effects (depending on move)	1.5x or .5x

Single-Type Pokémon Move Type Compatibility

	Normal	Fire	Water	Grass	Electric	Ice	Fighting	Poison	Ground	Flying	Psychic	Bug	Rock	Ghost	Dragon	Dark	Steel
Normal	—	—	—	—	—	—	—	—	—	—	—	—	▲	X	—	—	▲
Fire	—	▲	▲	●	—	●	—	—	—	—	—	●	▲	—	▲	—	●
Water	—	●	▲	▲	—	—	—	—	●	—	—	—	●	—	▲	—	—
Grass	—	▲	●	▲	—	—	—	▲	●	▲	—	▲	●	—	▲	—	▲
Electric	—	—	●	▲	▲	—	—	—	X	●	—	—	—	—	▲	—	—
Ice	—	▲	▲	●	—	▲	—	—	●	●	—	—	—	—	●	—	▲
Fighting	●	—	—	—	—	●	—	▲	—	▲	▲	▲	●	X	—	●	●
Poison	—	—	—	●	—	—	—	▲	▲	—	—	—	▲	▲	—	—	X
Ground	—	●	—	▲	●	—	—	●	—	X	—	▲	●	—	—	—	●
Flying	—	—	—	●	▲	—	●	—	—	—	—	●	▲	—	—	—	▲
Psychic	—	—	—	—	—	—	●	●	—	—	▲	—	—	—	—	X	▲
Bug	—	▲	—	●	—	—	▲	▲	—	▲	●	—	—	▲	—	●	▲
Rock	—	●	—	—	—	●	▲	—	▲	●	—	●	—	—	—	—	▲
Ghost	X	—	—	—	—	—	—	—	—	—	●	—	—	●	—	▲	▲
Dragon	—	—	—	—	—	—	—	—	—	—	—	—	—	—	●	—	▲
Dark	—	—	—	—	—	—	▲	—	—	—	●	—	—	●	—	▲	▲
Steel	—	▲	●	—	▲	●	—	—	—	—	—	—	●	—	—	—	▲

● = 2x damage ▲ = 1/2 damage X = It has no effect

Catch 'Em All!

If there's an overriding reason for many people to play the *Pokémon* games, it simply boils down to collecting each and every creature in the game. To that end, there are several ways to collect them all. Read on to learn precisely how.

Tall Grass

The first, and most common, place you'll find Pokémon is in the Tall Grass. Simply wade into the soft pungent fronds and run back and forth until a battle starts up. At that point you can begin the process of adding Pokémon to your Pokédex through normal battles. Whittle the Pokémon down to as close to fainting as possible, then hurl a Poké Ball and hope for the best!

Tools of the Trade: Poké Balls

There's only one way to catch a wild Pokémon and that's via the Trainer's tool of choice: the Poké Ball! Poké Balls come in various types, each with specific traits.

The shops scattered about Kanto sell three types of Poké Ball: standard Poké Balls, Great Balls, and Ultra Balls. Each is slightly more expensive than the previous one, and each one is successively more efficient.

That being said, luck plays a very large part in how effective a Poké Ball can be in a given situation. While you might surmise that Ultra Balls are the best in every situation, it isn't always so.

Your best bet is to learn through experimentation which works best for you. After all, there's no need to lay down the big bucks for Ultra Balls if a regular ol' Poké Ball does the trick.

NOTE

In addition to these three kinds of Poké Balls, there are two more kinds you'll run into during your adventure. Details on those are covered in the Walkthrough section where you come across them in the game.

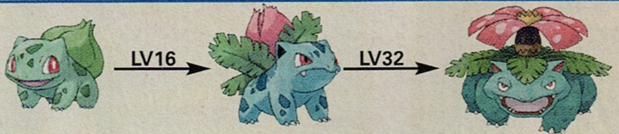
Fishing

Though you won't be able to do it until you have gotten a little way into the game, fishing is a great way to catch those elusive, Water-type Pokémon. Throughout the game you come across three rod types: Old, Good, and Super. The Old Rod isn't worth much and it's likely you'll only manage to catch a very healthy crop of Magikarp. However, the latter two rods come in very handy. To fish, all you need is a rod and some water. Simply walk up to a shore, river, or lake and use the rod of your choice. Once you get a "hit," you are launched into battle against whatever Pokémon you hooked. From there, it's business as usual with a Poké Ball.

Surfing

To catch Pokémon while surfing, you first need to acquire HM03 Surf. After you do this, you just need a compatible Water-type Pokémon. Then, once you've taken to the sea on its back, it's precisely the same as wading through the Tall Grass...only wetter!

Evolving



Most Pokémon have at least one other form they turn into after they've gained sufficient experience. This is the easiest way to add Pokémon to your Pokédex, and you'll probably be surprised at how quickly your collection begins to grow after a few Pokémon start changing into their more powerful forms. For example, Bulbasaur (depicted here) automatically turns into Ivysaur when it reaches Level 16; then it evolves once more into Venusaur, when it reaches Level 32. So, in the end, catching just one Pokémon nets you three Pokédex entries—you can't beat that!

Trading

One of the most fun (and only) ways to collect a large quantity of Pokémon is via Trading with other *FireRed* and *LeafGreen* players or from *Pokémon Ruby, Sapphire,* or *Colosseum.* Whether it's via Game Boy Advance Game Link® Cable or the new Game Boy Advance Wireless Adapter, you can meet your friends in the Union Room, above every Pokémon Center in the game. There you can also battle your friends or just chat!

Evolution

While all types of catching are great for building your Pokédex, one of the best ways to get Pokémon into your collection is by evolving them.

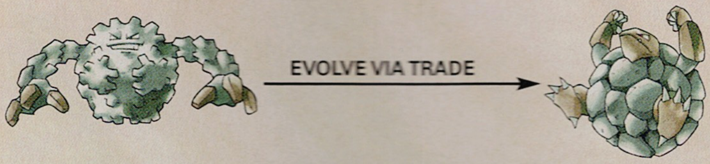
As noted earlier, a Pokémon automatically evolves simply by gaining sufficient experience. A quick animation plays and, voilà!, you have another Pokémon at your command. (Obviously, you lose the use of its previous form.) Generally speaking, letting your Pokémon naturally evolve is a good thing; however, in some cases you might want it to stay in its current form, to get a different attack.

NOTE

In most cases, you can catch another Pokémon to replace the evolved Pokémon; however, you'll only receive some Pokémon once (Bulbasaur, Squirtle, and Charmander are key examples). To replace them in your party (among others–see the Pokédex), you'll need to Trade.

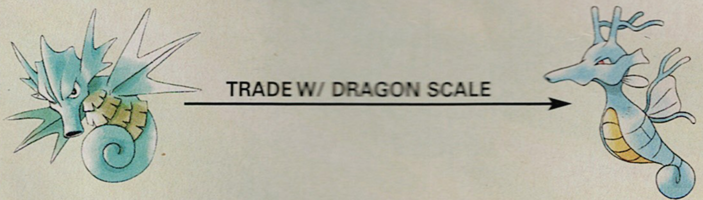
Some Pokémon won't evolve without meeting specific criteria:

Evolve via Trade



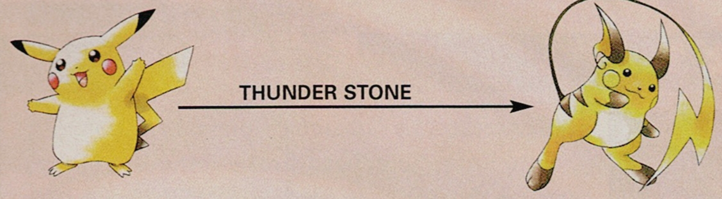
Pokémon in this category include Graveler. You must trade it to a friend to induce its evolution into Golem.

Evolution via Trade with an Item



Pokémon that require trading with an Item include the evolved form of Horsea, Seadra. It won't go on to its final evolution (Kingdra) without being traded with a Dragon Scale attached.

Evolution Stones



The final special Evolution category includes those Pokémon, such as Vulpix and Pikachu, who won't evolve into their final forms (Ninetales and Raichu, respectively) without the use of a specific Evolution Stone. Simply use their respective Evolution Stones to trigger their immediate evolution.

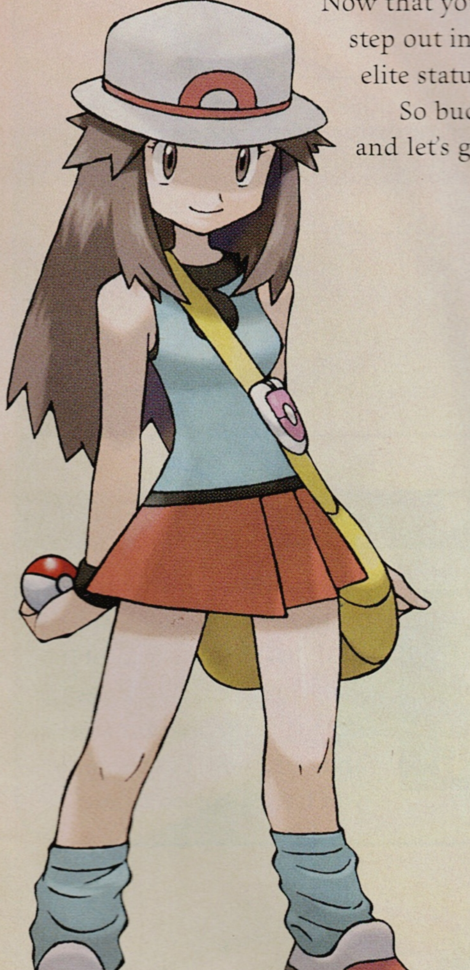
NOTE

See the Pokédex section for exactly when a given Pokémon will evolve to its next stage and by precisely what criteria.

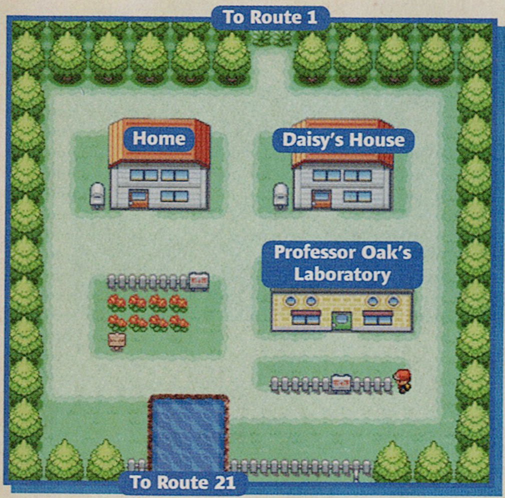
Welcome to Kanto

Now that you've been briefed on the essentials, it's time to step out into the wilds of Kanto and begin your quest for elite status.

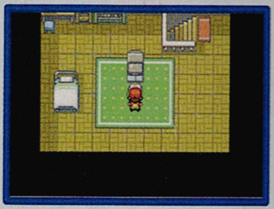
So buckle your belt, make sure your shoes are tied, and let's get this show on the road!



Pallet Town

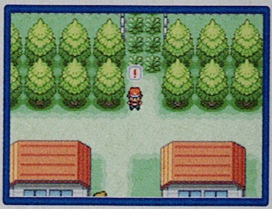


Event 1



After creating a character, you start in your room. From here, head to the computer in the corner, fire it up, and retrieve the Potion from therein. Afterward, head downstairs and outside. (Say "Hi" to Mom, too!)

Event 2

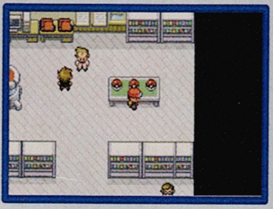


Proceed north to the exit of Pallet Town (toward Route 1). Professor Oak chases you down, imploring that you come to his offices with him before embarking into the dangerous countryside.

NOTE

All Pokémon in Pallet Town are of the seagoing variety; there is no tall grass here to search.

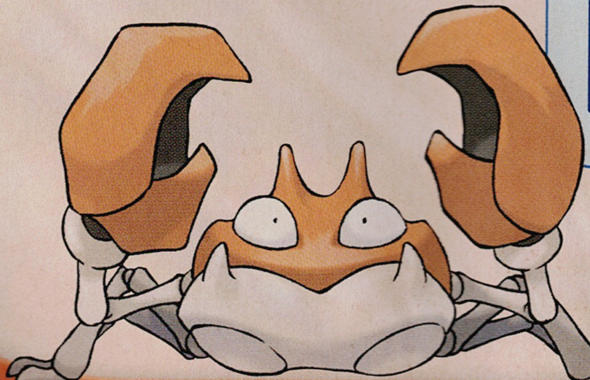
Event 3



In Professor Oak's lab, he offers you a choice of three different Pokémon. Choose the one you like the best. As you try to leave, you fight your first Rival Battle.

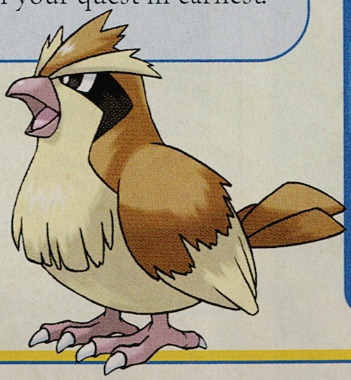
Event 4

The first Rival Battle is easy: Hammer away at your foe with basic attacks, and he goes down quickly. If things start to go wrong for you and your new Pokémon, you have a Potion to use.



Event 5

With that quarrel finished, it's time to leave town. Head north and proceed into the wilds of Route 1, where you begin your quest in earnest.



Spoilers: Unfinished Business

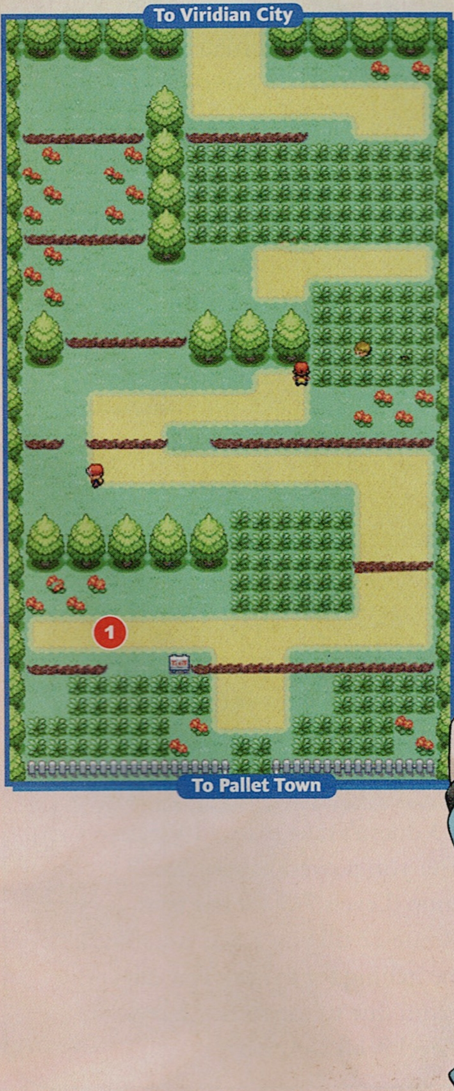
After getting the package in Viridian City, return it to Professor Oak.

After returning the package, visit Daisy (your Rival's sister) and get the map.

Later, you'll be able to Surf to Cinnabar Island from Pallet Town's southern tip.

After you beat the game, you'll be able to return to Daisy (she's in the house north of Professor Oak) and have her cuddle your Pokémon–that's a good thing.

Route 1



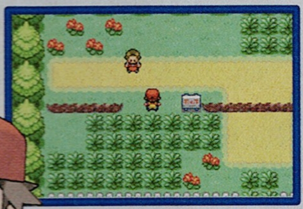
Catch 'Em All!

Pidgey:	Common
Rattata:	Common

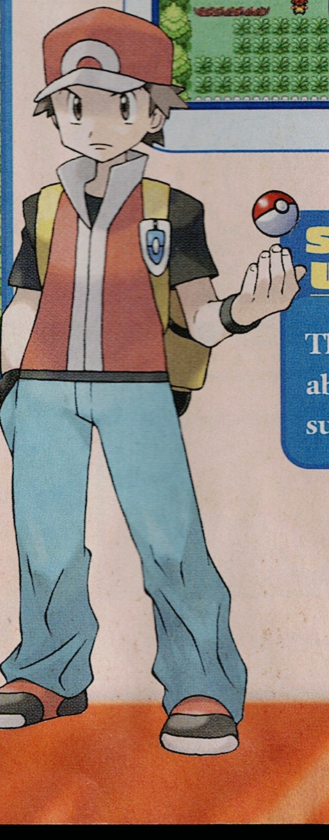
Items

① Potion

Event 1



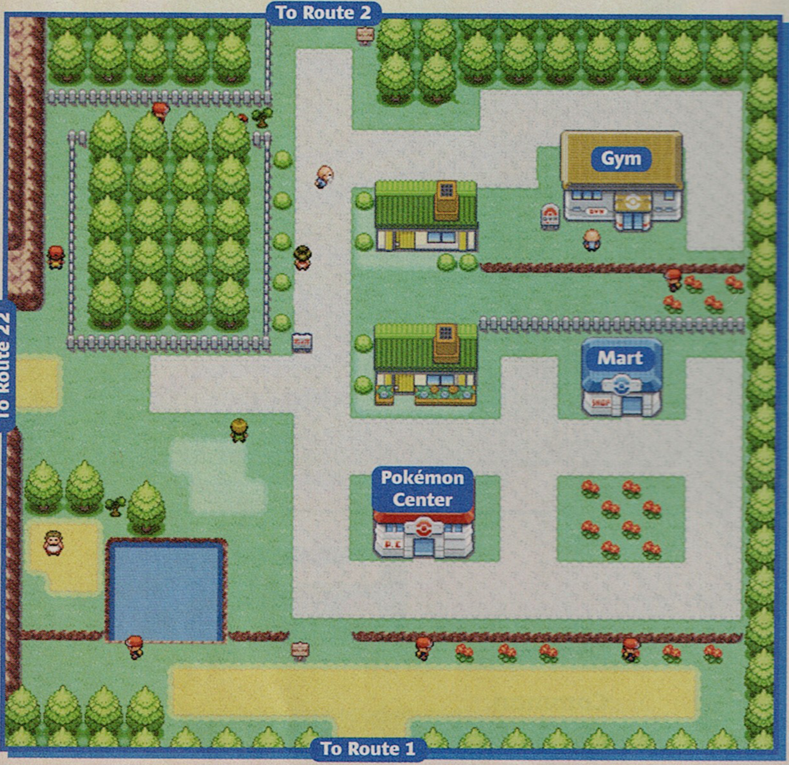
Not much to speak of on Route 1 yet. Because you can't catch Pokémon yet, stop and speak to the gent (①) and collect the Potion he has for you. From there, hunting and leveling are good ideas. Otherwise, continue north to reach Viridian City.



Spoilers: Unfinished Business

This Route is a basic area, but after you earn the ability to catch Pokémon, you can find basic types such as Rattata and Pidgey in the tall grass.

Viridian City



Event 1

Head to the Shop and the owner will greet you and ask for your help: Could you be so kind as to deliver a package to Professor Oak? That's the wise thing to do, so head to Pallet Town and take care of that, then make your way back to Viridian City.

Event 2

Now that you've returned to Viridian City with your Pokédex in hand, head to the town's north edge and speak to the old fellow standing about. While talking with him, he teaches you about catching Pokémon, then hands over the Teachy TV, which provides various tutorials. Fill out your team of Pokémon to the south and the first western patch of grass on Route 22.

NOTE

As with Pallet Town, the only Pokémon available in town are in the small western patch of water.

CAUTION

Do not go beyond the first grass patch on Route 22 yet. After you build a full team of Pokémon that are all Levels 7–9, then proceed onward (Event 3).

Event 3

Event 3 doesn't take place in Viridian City, but after you power up your small group of Pokémon (Levels 7–9 for the team is good), take Route 22 till you reach your Rival. He'll be itching for a fight. You can easily crush him due to the strength of your numbers (his Pokémon will be Level 9–all 2 of them).

Spoilers: Unfinished Business

You'll notice the Gym to the northeast: It's inaccessible for now, but you'll be back later to deal with that.

There's a bush you can Cut near the left edge of town (where the path heads to Route 22). It gives you access to an Item after you gain the HM for Cut.

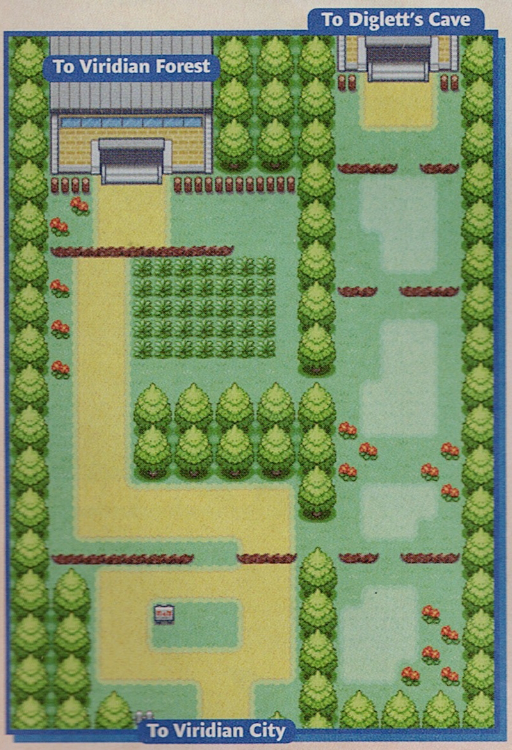
Route 2

NOTE

There are no events in Route 2. If you missed any of the Pokémon located here, now is a good time to catch them. Otherwise, move along to Viridian Forest.

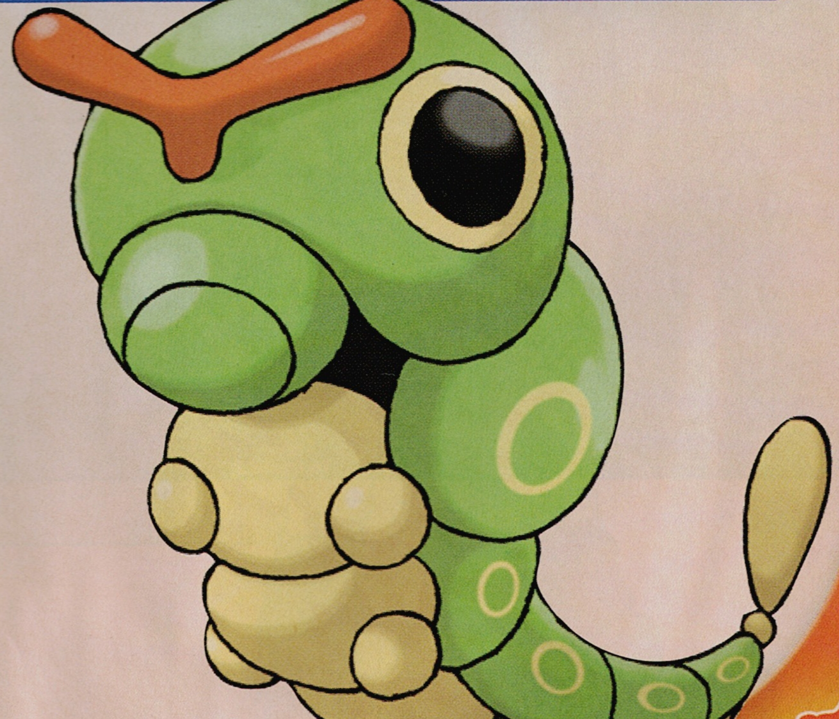
Catch 'Em All!

Caterpie:	**Common**
Pidgey:	**Common**
Rattata:	**Common**
Weedle:	**Common**



Spoilers: Unfinished Business

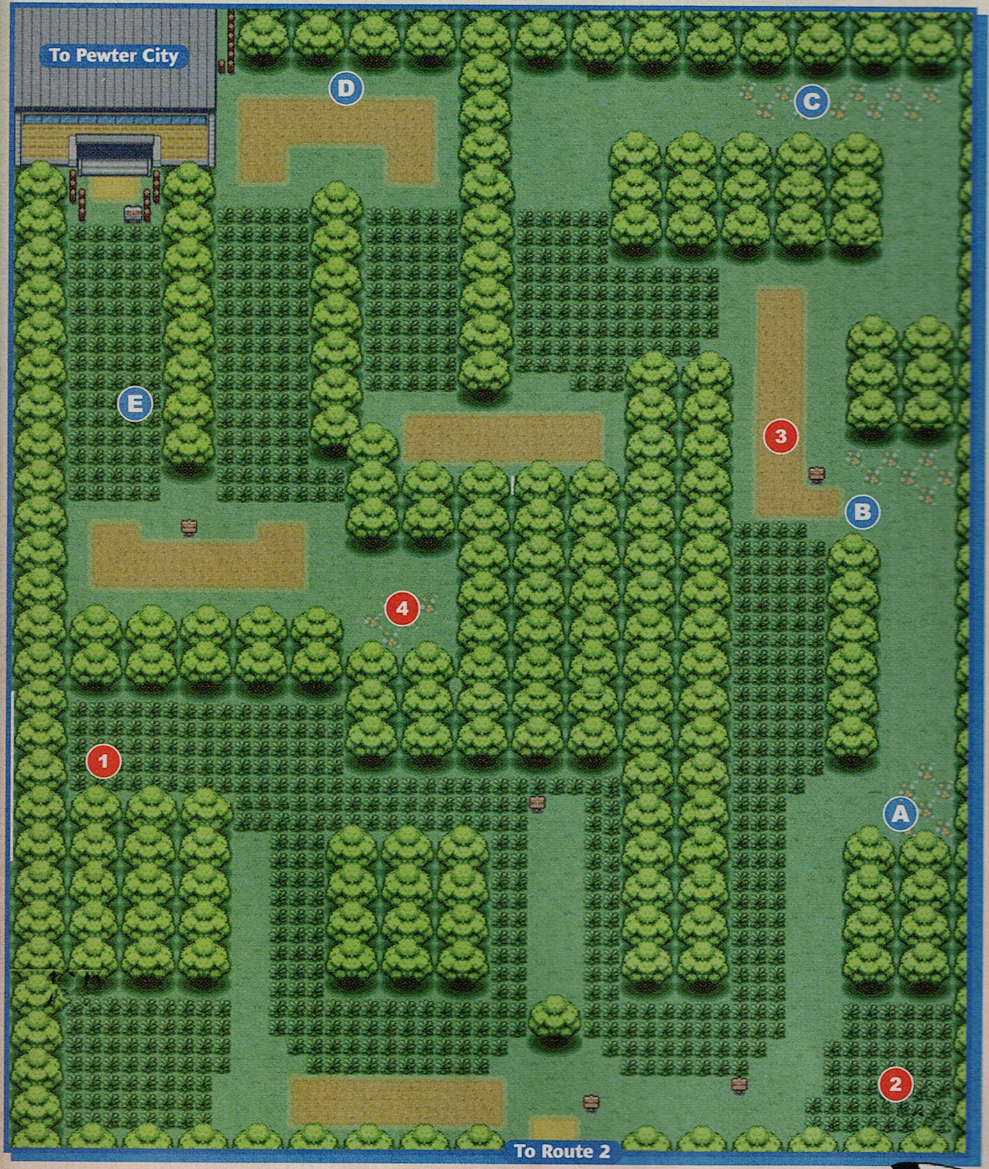
Bushes block the right side of Route 2. We'll be back later to farm the other side for Items that will make life easier on another leg of our quest.



Viridian Forest

TIP

There are no events in Viridian Forest. Follow the Trainers on the map to the exit.



Items

① Poké Ball
② Potion
③ Antidote
④ Potion

Catch 'Em All!

Weedle:	**Common**
Caterpie:	**Common**
Kakuna:	**Common**
Metapod:	**Common**
Pikachu:	**Rare**

Trainers

Ⓐ Caterpie LV6; Weedle LV6
Ⓑ Weedle LV7; Weedle LV7; Kakuna LV7
Ⓒ Caterpie LV7; Caterpie LV7
Ⓓ Metapod LV7; Metapod LV7; Caterpie LV7
Ⓔ Weedle, LV9

Pewter City

NOTE

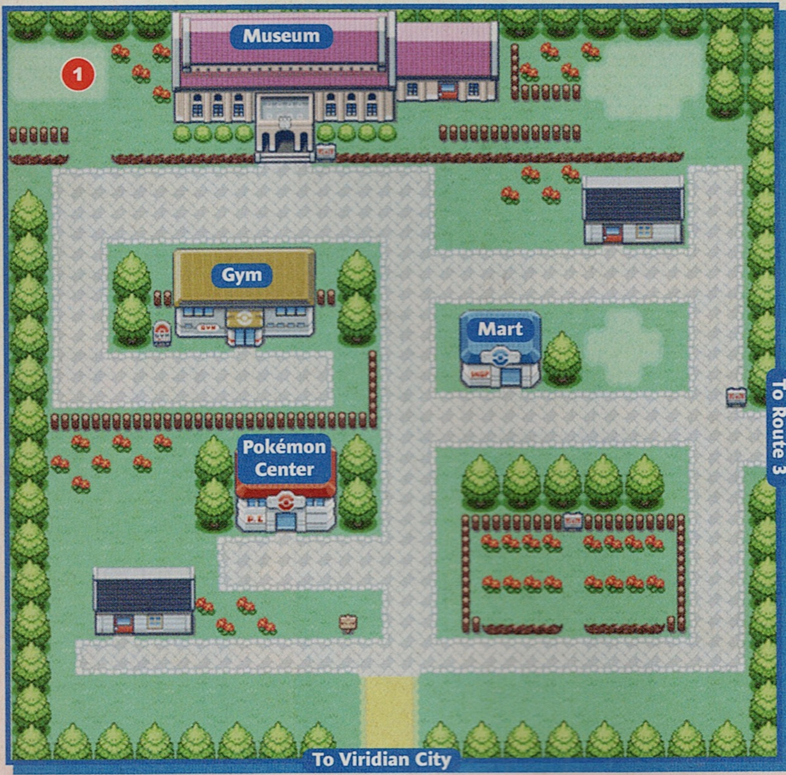
There are no Pokémon to catch in Pewter City.

Items

① Poké Ball

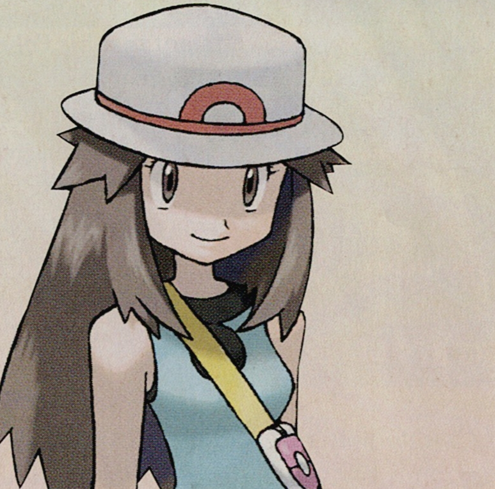
Shop Items

Poké Ball:	₽200
Potion:	₽300
Antidote:	₽100
Paralyze Heal:	₽200
Burn Heal:	₽250
Awakening:	₽250
Escape Rope:	₽550
Repel:	₽350



Event 1

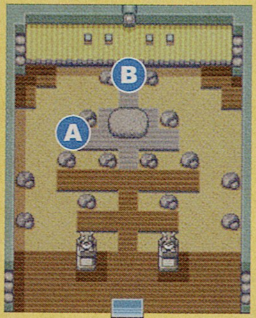
There's only one event in Pewter City, but you can visit the nearby Museum for ₽50 (it doesn't get you anything, but it's interesting). The Poké Ball noted on the map is invisible, so search the area for it. You won't be able to proceed to the east till you complete the Gym Leader Battle, so head for the Gym.



Gym Leader Battle: Brock

CAUTION

Your Pokémon should be at least Levels 11–13 before taking on Brock (Ⓑ), Pewter City's Gym Leader.



Trainers

Ⓐ Geodude LV10; Sandshrew LV11

Ⓑ Geodude LV12; Onix LV14 (Brock)

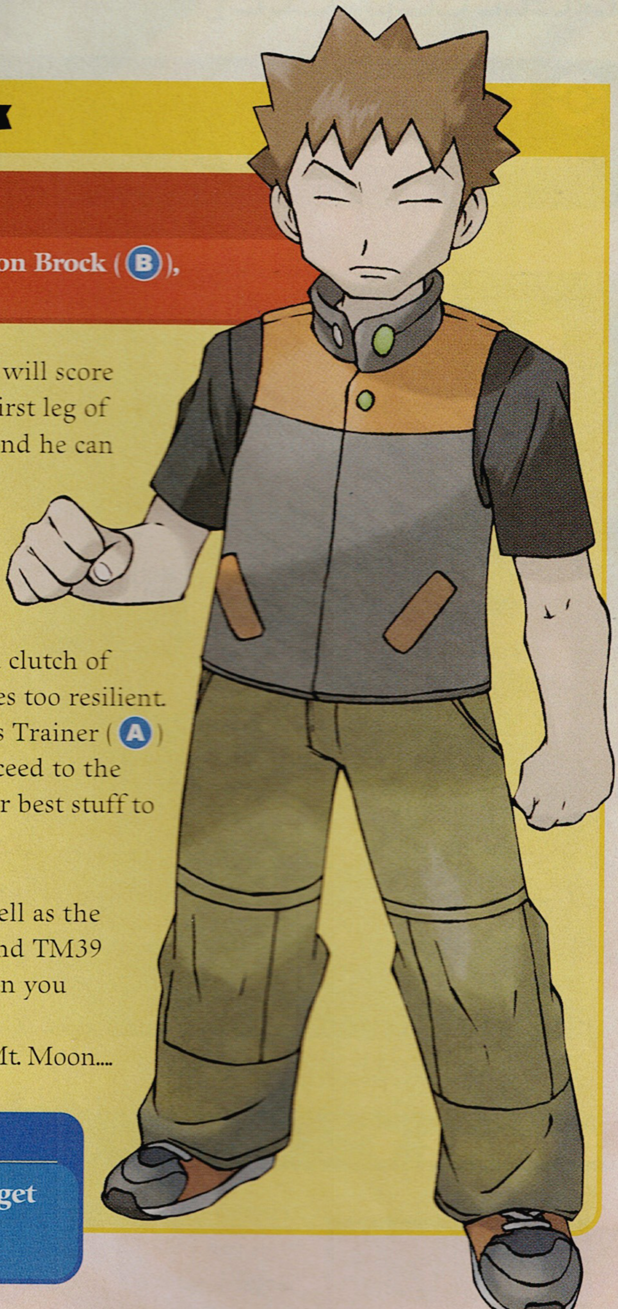
This is the first Gym Leader Battle which will score you the Boulderbadge and complete the first leg of your quest. The Boss here is Brock (Ⓑ), and he can be a real toughie if you haven't leveled up your Pokémon a bit.

It's not that his Pokemon are tough; it's more that their defensive stats are high, so hammer them with your most potent offensive attacks. Also have a clutch of Potions at the ready in case he proves too resilient.

First off, though, pummel Brock's Trainer (Ⓐ) buddy to gain experience, then proceed to the man himself and let loose with your best stuff to take him down!

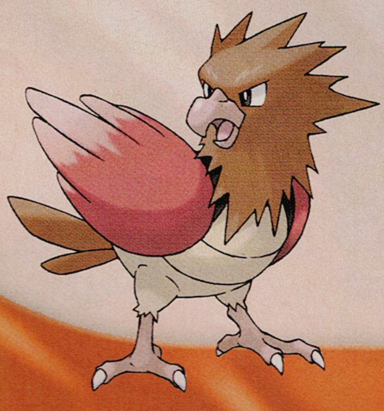
After defeating him, you gain the aforementioned Boulderbadge as well as the TM Case (to hold the wonderful TMs and HMs you'll acquire) and TM39 Rock Tomb. You'll also gain the ability to use the HM Flash when you acquire that.

From here, heal up, then proceed to the east and the mysterious Mt. Moon....



Unfinished Business

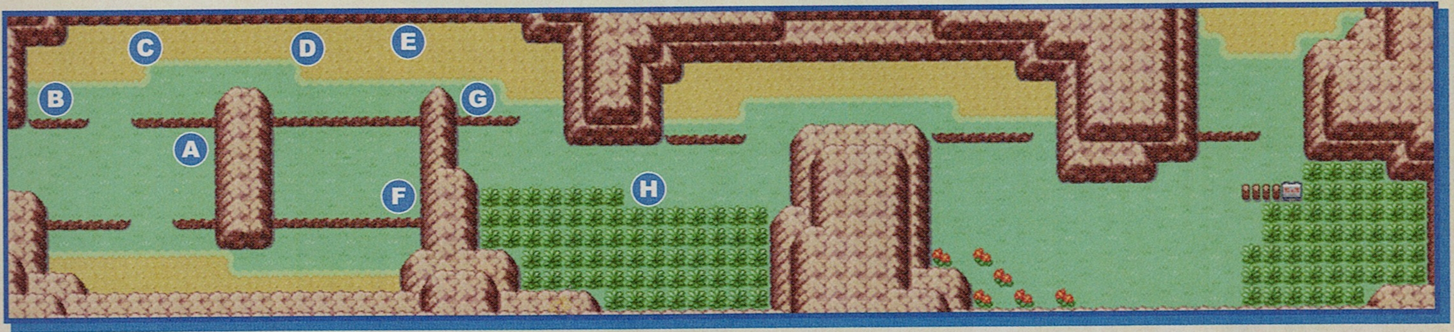
Note the small house adjoining the museum: When you get the HM Cut, come back here to get something special.



Route 3

TIP

There are no Events on Route 3. Follow the map (after dealing with the assorted Trainers) to reach Mt. Moon's base!



Catch 'Em All!

Jigglypuff:	Rare
Pidgey:	Common
Spearow:	Common
Nidoran♀:	Rare
Nidoran♂:	Rare
Mankey:	Common

Trainers

Ⓐ	Pidgey LV9; Pidgey LV9
Ⓑ	Caterpie LV10; Caterpie LV10; Weedle LV10
Ⓒ	Rattata LV11; Ekans LV11
Ⓓ	Weedle LV9; Kakuna LV9; Caterpie LV9; Metapod LV9
Ⓔ	Nidoran LV10; Rattata LV10
Ⓕ	Spearow LV14
Ⓖ	Caterpie LV11; Metapod LV11
Ⓗ	Jigglypuff LV14

TIP

There's an excellent chance you'll be Poisoned while fighting against these Trainers. If you don't want to constantly run to Pewter City, stock up on Antidote.

Event 1

As you attempt to leave Pewter City and go down Route 3 toward Mt. Moon, one of Professor Oak's associates meets you. He'll have a handy Item for you. After you acquire the Running Shoes, it's off and running to deal with the Trainers along the way.

Event 2

This gentleman (in the PC—Pokémon Center—at Mt. Moon's base) wants to sell you a Magikarp for ₽500 . You could do it, but why bother when there are a million of them floating in every river and stream on Kanto? Skip it, heal up, then go to Mt. Moon!

Mt. Moon

Catch 'Em All!

Clefairy:	Rare
Geodude:	Common
Paras:	Rare
Zubat:	Common

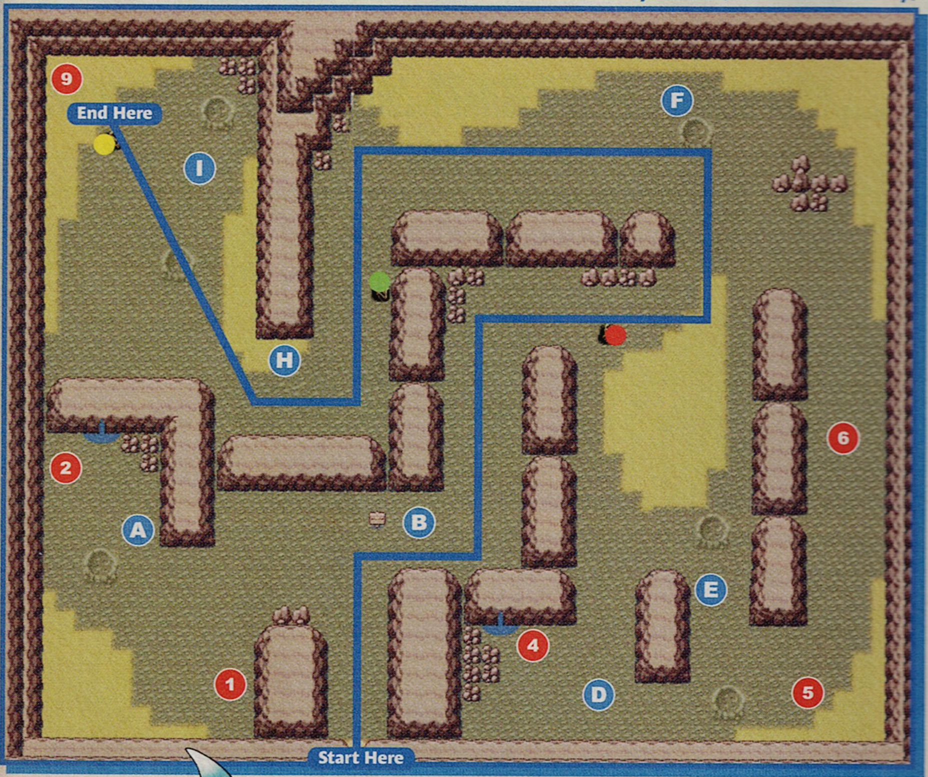
TIP

Follow the trail marked on the map for the quickest way out. The Trainers and Items are marked for those brave souls who must have everything.

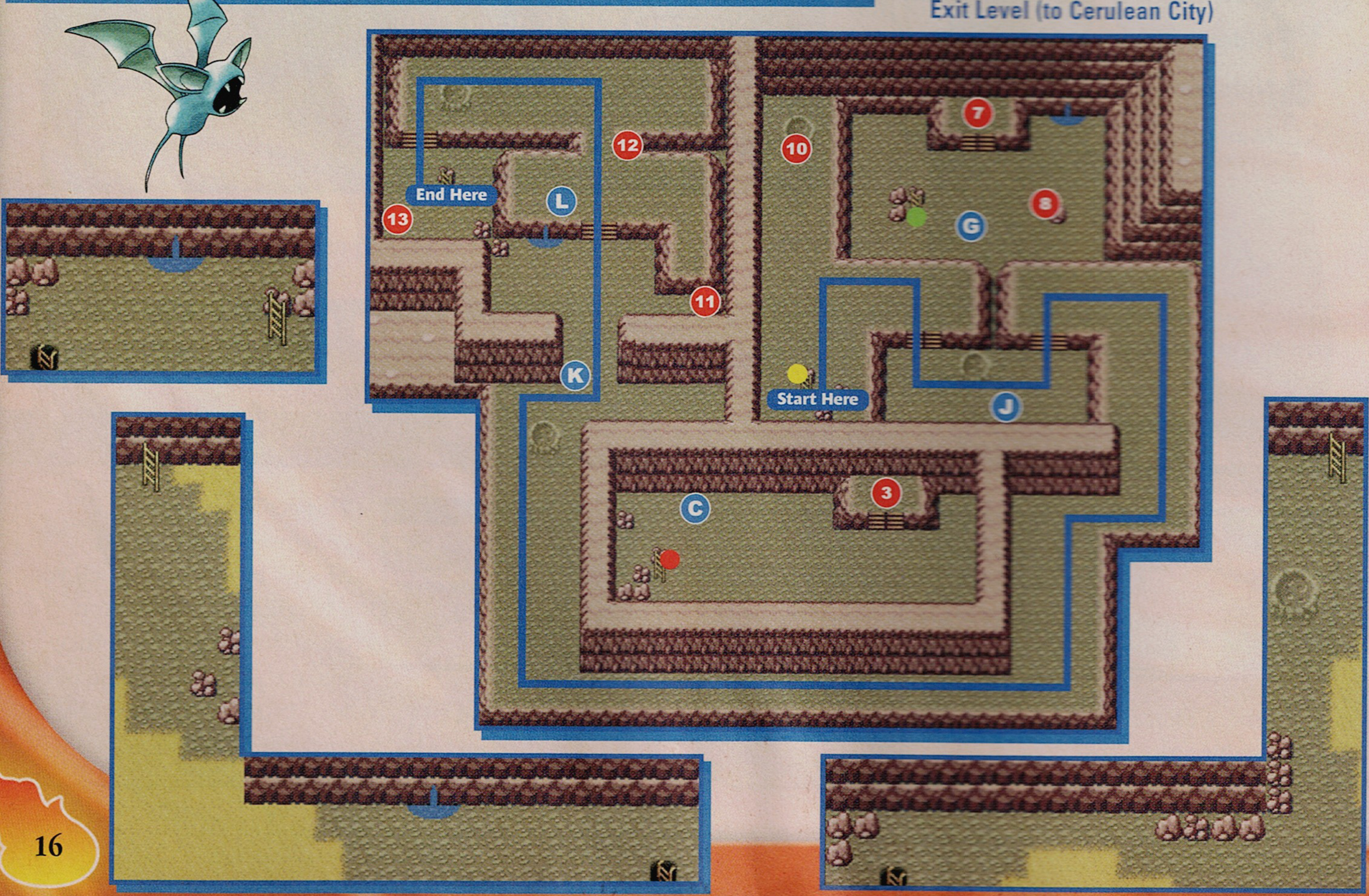
NOTE

The colored circles on the map link the respective ladders on each level of Mt. Moon. For example, the red circle on the Entry Level Map links to the red circle on the Exit Level Map.

Entry Level (from Pewter City)


9
End Here
I
F
H
2
A
B
6
E
4
1
D
5
Start Here

Exit Level (to Cerulean City)


End Here
12
10
7
13
L
8
G
11
K
Start Here
J
3
C

Items

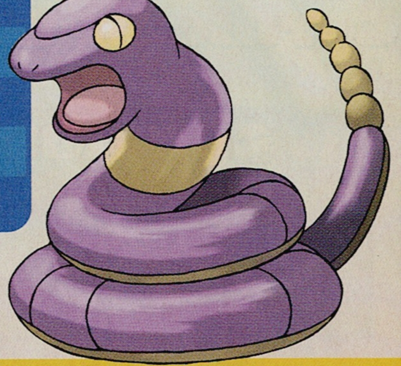
① TM09 Bullet Seed
② Paralyze Heal
③ Star Piece
④ Potion
⑤ Rare Candy
⑥ Escape Rope
⑦ TM46 Thief
⑧ Ether (hidden in rock)
⑨ Moon Stone
⑩ Revive
⑪ Moon Stone (hidden)
⑫ Fossils
⑬ Antidote

Trainers

Ⓐ Weedle LV11; Kakuna LV11
Ⓑ Clefairy LV14
Ⓒ Sandshrew LV11; Zubat LV11; Rattata LV11
Ⓓ Magnamite LV11; Voltorb LV11
Ⓔ Caterpie LV10; Caterpie LV10; Metapod LV10
Ⓕ Oddish LV11; Bellsprout LV11
Ⓖ Zubat LV11; Ekans LV11
Ⓗ Rattata LV10; Rattata LV10; Zubat LV10
Ⓘ Geodude LV10; Geodude LV10; Onix LV10
Ⓙ Rattata LV13; Sandshrew LV13
Ⓚ Rattata LV13; Zubat LV13
Ⓛ Grimer LV12; Voltorb LV12; Koffing LV12

TIP

Before heading into Mt. Moon, stock up on Potions and an Escape Rope, just in case.



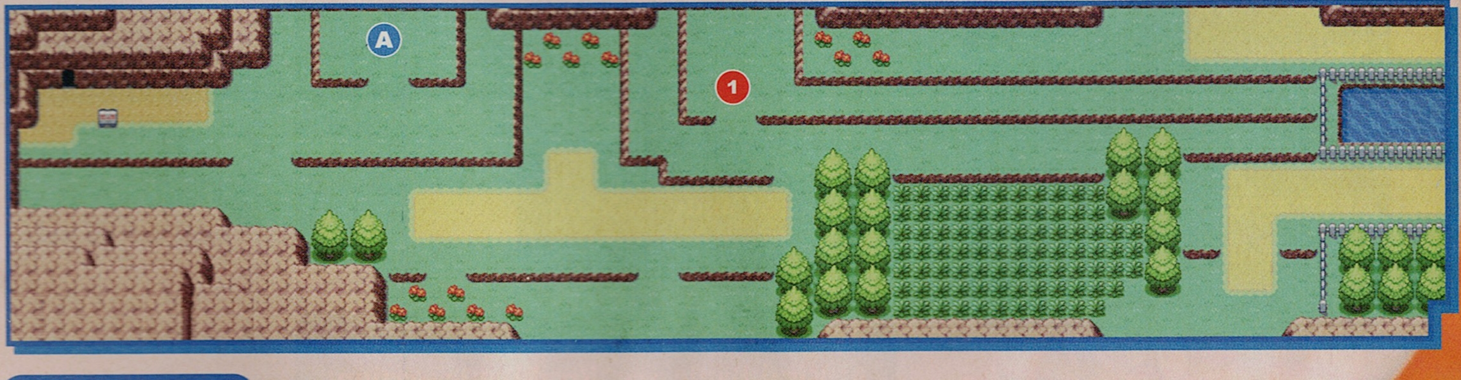
Event 1

Mt. Moon is barren of Events. However, after you reach the second level, you have to battle this fellow (Ⓛ) for possession of one of the two fossils (Helix fossil, Omanyte, and Dome fossil, Kabuto) blocking the route ahead. Take him out, and you can choose either the Dome fossil on the left (⑬) or the Helix fossil on the right (⑫). Pick one, then head around the bend to make your way out of Mt. Moon.

Catch 'Em All!

Rattata:	**Common**
Spearow:	**Common**
Ekans:	**Common** **(*FireRed* Only)**
Sandshrew:	**Common** **(*LeafGreen* Only)**
Mankey:	**Common**

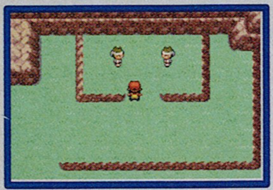
Route 4



Items

① TM05 Roar

Event 1



You encounter only one minor Event on Route 4, after Mt. Moon: These two Move Tutors (Ⓐ) each teach you one new move. You can pick Mega Kick or Mega Punch (or both). After you do this, go east and into Cerulean City.

Spoilers: Unfinished Business

You'll have to go to Route 4 after you beat the game the first time through to reach the Unknown Dungeon via the waterway running west of the Route 24's bridge.

Cerulean City

CAUTION

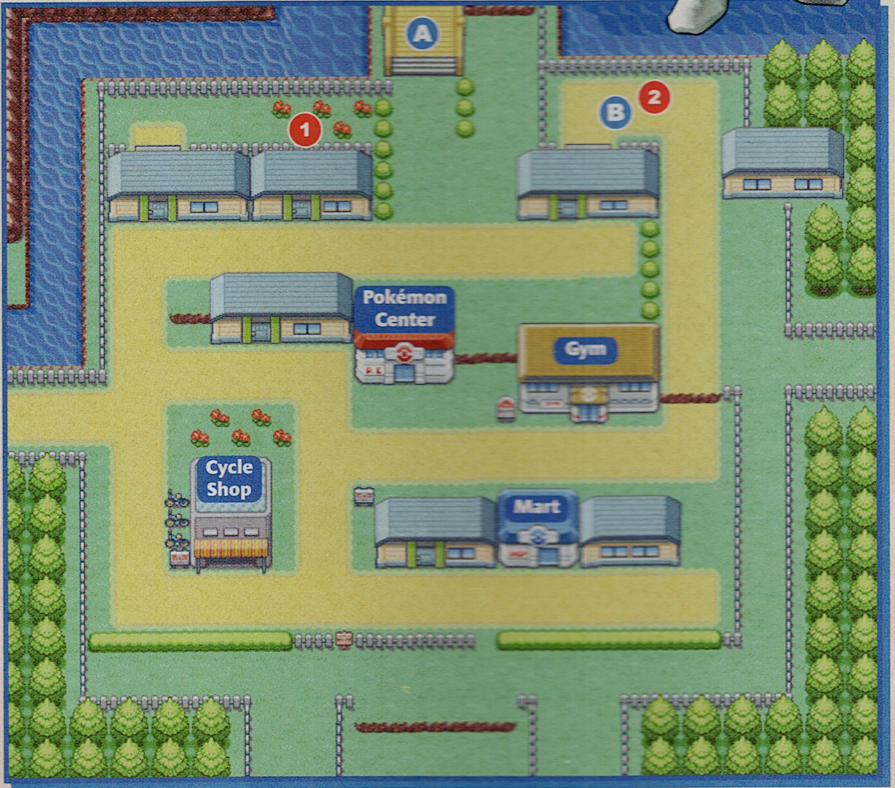
Do not journey north across the bridge unless you're well-prepared for a tough fight. If you are, skip to the "Rival Battle" section.

NOTE

Because there is no fishing access or tall grass in Cerulean City, there are no Pokémon to catch within the city.

Shop Items

Poké Ball:	₽200
Super Potion:	₽700
Potion:	₽300
Antidote:	₽100
Paralyze Heal:	₽200
Burn Heal:	₽250
Awakening:	₽250
Escape Rope:	₽550
Repel:	₽350



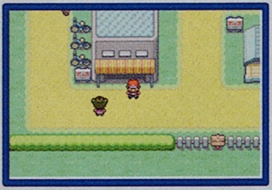
Items

① Rare Candy (hidden)
② TM28 Dig

Trainers

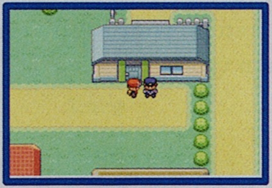
Ⓐ Rival Battle (see "Rival Battle" section)
Ⓑ Machop LV17; Drowzee LV17

Event 1



The Cycle Shop beckons in the lower-left. Unfortunately, because you don't have the required money (this guy can't be serious!) you have to wait till later to collect one.

Event 2



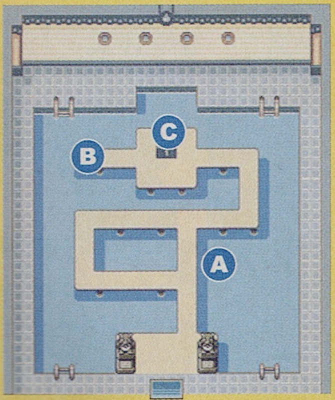
This police officer is working a crime scene. Unfortunately, you can't go in at this time, but that won't last (see "Unfinished Business" for more info).

Gym Battle: Misty

After checking out Cerulean City (and realizing that you'll need to backtrack later), it's time to hit the Gym to score your second Badge.

CAUTION

Your Pokémon should be at least Levels 18–21 before taking on Misty (C), Cerulean City's Gym Leader.



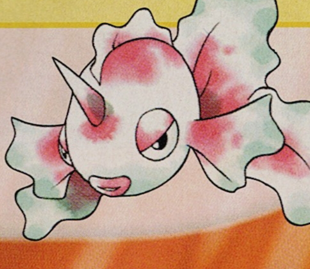
Trainers

- Ⓐ **Horsea LV16; Shellder LV16**
- Ⓑ **Goldeen LV19**
- Ⓒ **Staryu LV18; Starmie LV21 (Misty)**

After dusting Misty's cohorts, it's time to take on the mistress of Cerulean City's Gym. Misty (C) won't be much trouble, provided your Pokémon match the Levels of hers (it's even easier if you have a Grass-type Pokémon such as Bulbasaur or an Electric-type like Pikachu in your in your party).

If you have trouble with the first Trainer (A), you'll have issues with Misty (C) because they both wield similar Pokémon. If the first Trainer beats you, head out and travel the Route 24 and 25 portions of the quest, then come back and beat Misty (C).

Neither of Misty's Pokémon are fearsome (although they each have one nasty attack: Water Pulse), so get in there and pound on them till they're fish fry, then collect the spoils of victory: the Cascade Badge and the ability to use TM03 Cut. Heal up and head north for a....



Rival Battle

Time for another battle with your erstwhile Rival. Depending on the Pokémon type you selected at Professor Oak's laboratory, your Rival's party will vary in composition (in an attempt to overpower your main type).

Everybody Fights:

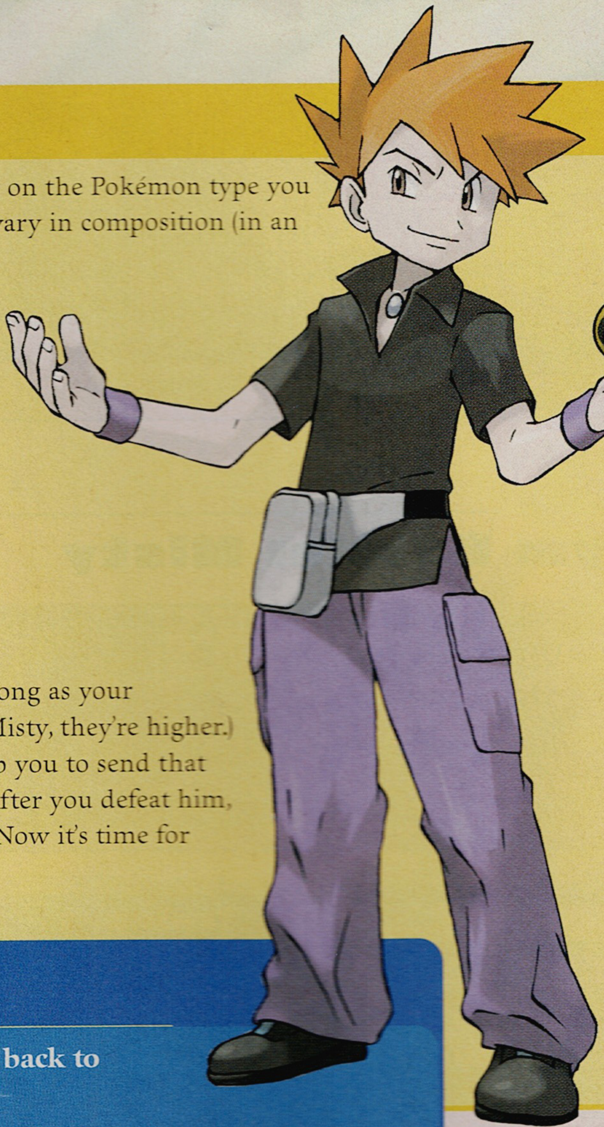
Abra:	LV16
Pidgeotto:	LV17
Rattata:	LV15

And if you picked....

Bulbasaur:	add Charmander, LV18
Squirtle:	add Bulbasaur, LV18
Charmander:	add Squirtle, LV18

Outside of your class type, this fight should go smoothly, as long as your Pokémon's Levels are equivalent to your Rivals. (If you beat Misty, they're higher.)

If you need to, use Potions and any other aids that will help you to send that turkey packing...at least till the next time you run into him. After you defeat him, you get the Fame Checker, which is a handy device at times. Now it's time for Route 24.



Spoilers: Unfinished Business

When you obtain the Bike Voucher, you can come back to collect a bicycle at the Cycle Shop.

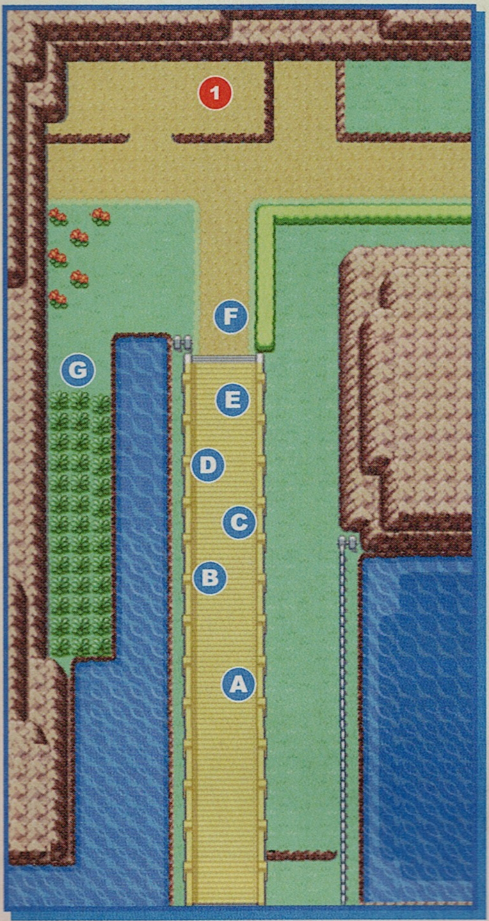
After you complete Routes 24 and 25, you can enter the house the police officer was blocking to deal with the miscreant (Ⓐ) responsible for the crime.

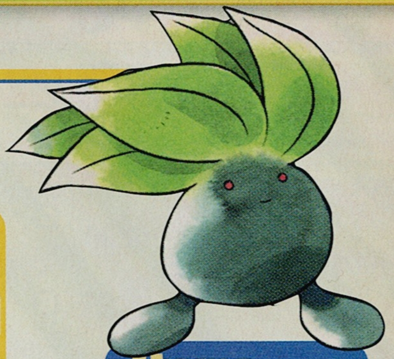
The gentleman in the house to the right of the Pokémon Center is looking for a Poliwhirl. When you get one, come back.

A man in the house next to the Poliwhirl house will give you a bottle to hold crushed Berries if you have Berries.

A Snorlax is sleeping at the town's south edge: We'll deal with him later (around the time you return with the Bike Voucher).

Route 24





Catch 'Em All!

Abra:	**Rare**
Bellsprout:	**Common** **(*LeafGreen* Only)**
Caterpie:	**Common**
Kakuna:	**Common**
Metapod:	**Common**
Oddish:	**Common** **(*FireRed* Only)**
Pidgey:	**Common**
Weedle:	**Common**

Items

① TM45 Attract

Trainers

Ⓐ Caterpie LV10; Weedle LV10; Metapod LV10; Kakuna LV10

Ⓑ Pidgey LV12; Oddish LV12; Bellsprout LV12

Ⓒ Sandshrew LV14; Ekans LV14

Ⓓ Nidoran♀ LV16; Nidoran♂ LV16

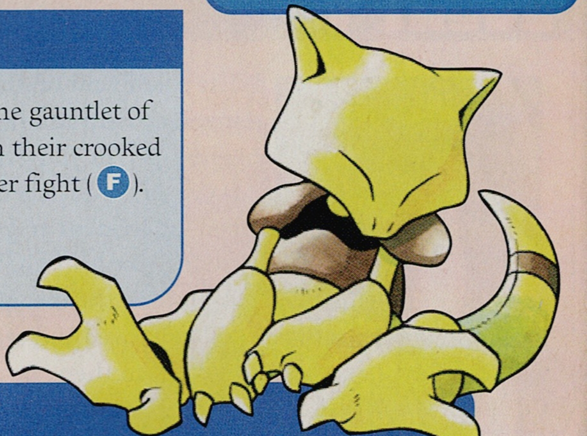
Ⓔ Mankey LV18

Ⓕ Ekans LV15; Zubat LV15

Ⓖ Rattata LV14; Ekans LV14

Event 1

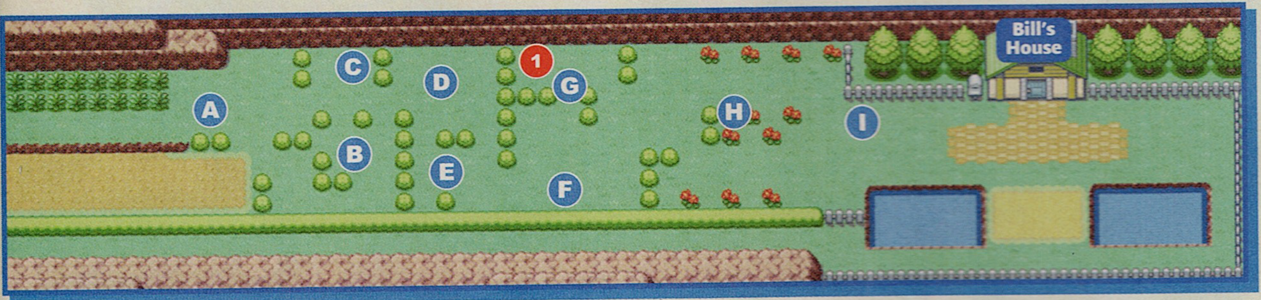
One Event happens in Route 24: After you run the gauntlet of Trainers lining the bridge, they accost you to join their crooked guild. The answer is a "No!" which leads to another fight (Ⓕ).



Spoilers: Unfinished Business

As noted in the "Unfinished Business" section in Route 4, you'll use the waterway running along Route 24's western edge to reach the Unknown Dungeon after you beat the game.

Route 25



Items

①	TM43 Secret Power

Trainers

Ⓐ	Machop LV15; Geodude LV15
Ⓑ	Onix LV17
Ⓒ	Rattata LV15; Spearow LV15
Ⓓ	Slowpoke LV17
Ⓔ	Nidoran♂ LV15; Nidorino LV15
Ⓕ	Geodude LV13; Geodude LV13; Geodude LV13; Machop LV13
Ⓖ	Rattata LV14; Ekans LV14
Ⓗ	Ekans LV14; Sandshrew LV14
Ⓘ	Oddish LV13; Oddish LV13; Pidgey LV13

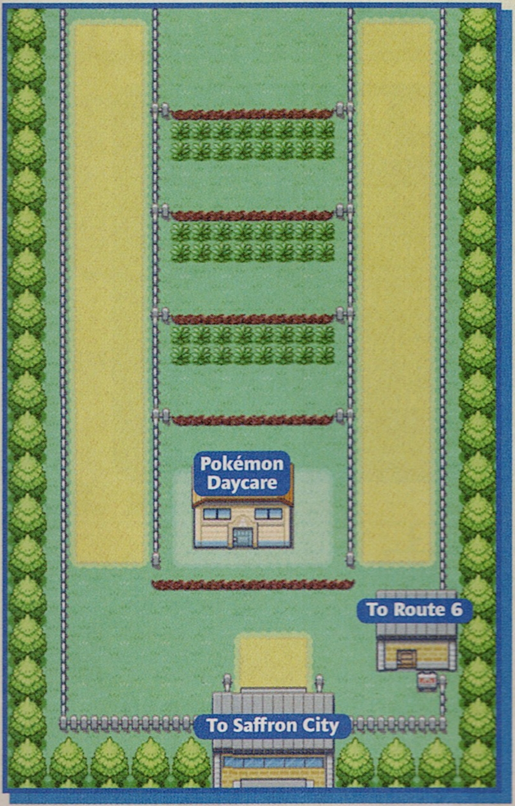
Event 1

The sole Event on Route 25 involves visiting Bill at his home. When you get there, however, you learn that he's had an accident and isn't feeling like himself. Work the computer while he takes his place in the machine, then have a chat with the new and improved Bill after he exits to score a necessary Item. From there, head to Cerulean City via the map's southern edge.

Event 2

Before leaving Cerulean City, heal yourself, then move through the house the police officer was barring earlier to eliminate the baddie out back. Head south to Route 5!

Route 5



Catch 'Em All!

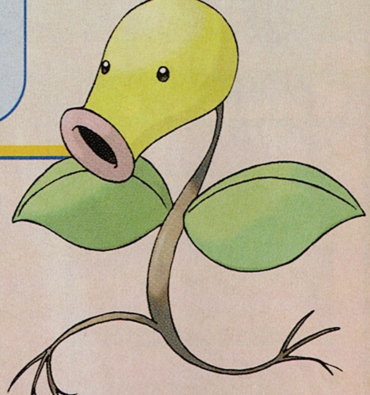
Bellsprout:	**Common (*LeafGreen* Only)**
Meowth:	**Common**
Oddish:	**Common (*FireRed* Only)**
Pidgey:	**Common**

Event 1

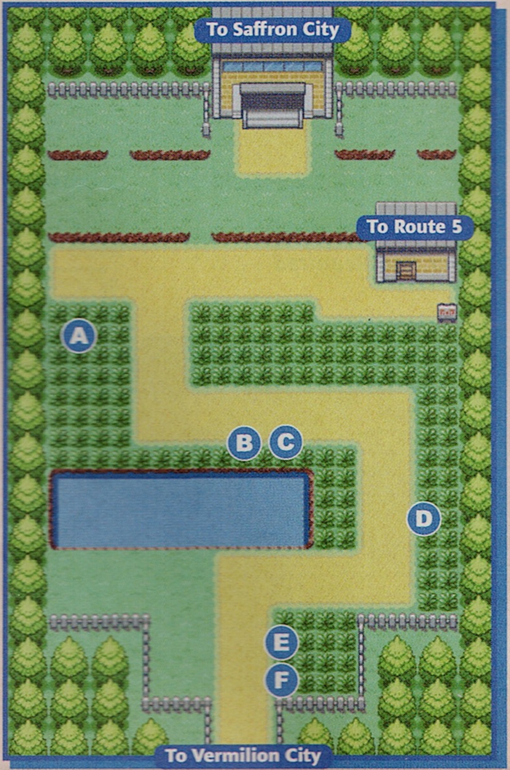
The first Event on Route 5 takes place in the Pokémon Day Care center at Route 5's south end. There you can drop off one of your Pokémon to be raised by the gentleman you find inside. Each step you take in the game after dropping off your Pokémon is equivalent to one Experience Point, so this system is lucrative (especially when you reach the Cycling Road). After that, head into the underground passage to the right.

Event 2

In the building leading to the underground pathway (which surfaces on Route 6) there is a young lady looking to trade for a Nidoran♂ (you need to cough up a Nidoran♀ to get one, though). So, make that trade if you need a Nidoran♂. After that, head into the tunnel and go to Route 6.



Route 6



TIP

There are no Events on Route 6. Take out the Trainers, then proceed into Vermilion City to the south.

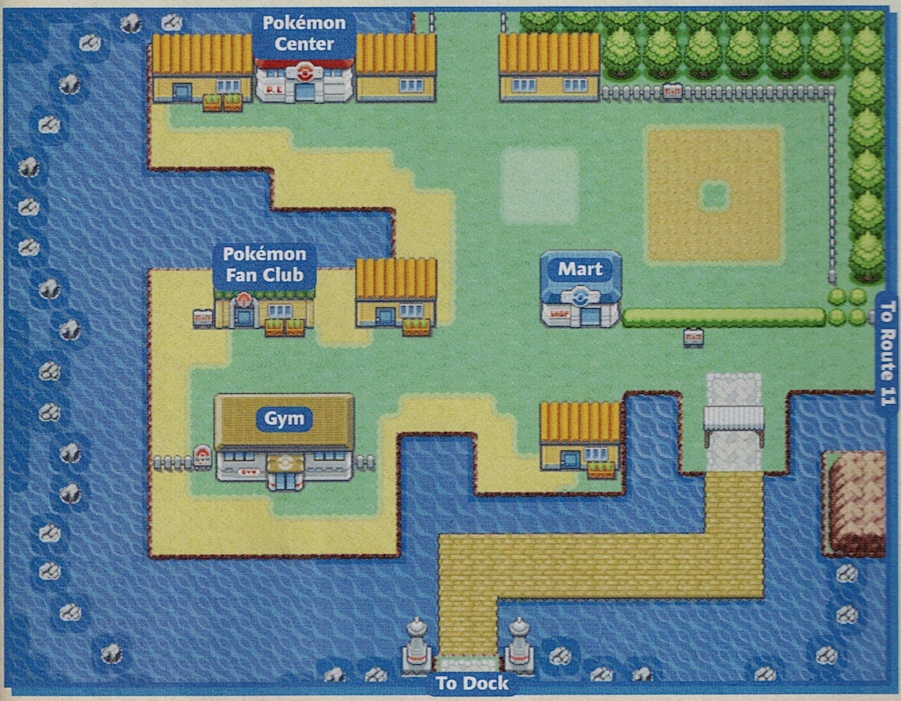
Catch 'Em All!

Bellsprout:	**Common (*LeafGreen* Only)**
Meowth:	**Common**
Oddish:	**Common (*FireRed* Only)**
Pidgey:	**Common**

Trainers

Ⓐ	**Weedle LV16; Weedle LV16; Caterpie LV16**
Ⓑ	**Squirtle LV20**
Ⓒ	**Rattata LV16; Pikachu LV16**
Ⓓ	**Butterfree LV20**
Ⓔ	**Pidgey LV16; Pidgey LV16; Pidgey LV16**
Ⓕ	**Spearow LV16; Raticate LV16**

Vermilion City



Shop Items

Poké Ball:	₽200
Super Potion:	₽700
Antidote:	₽100
Paralyze Heal:	₽200
Awakening:	₽250
Ice Heal:	₽250
Repel:	₽350

Catch 'Em All!

Horsea*:	**Common**
Krabby*:	**Common**
Magikarp*:	**Common**
Gyarados:**	**Rare**
Psyduck:**	**Common** **(*FireRed* Only)**
Slowpoke:**	**Common** **(*LeafGreen* Only)**
Staryu:**	**Common** **(*LeafGreen* Only)**
Shellder:**	**Common** **(*FireRed* Only)**

***Good Rod Required**

****Super Rod Required**

Event 1

Head to the Pokémon Center to heal, then speak to the young lady left of the counter to pick an especially helpful Item—the Vs Seeker. With this Item, you can fight past Trainer battles again, as long as you give the Vs Seeker enough time between re-charges to do so.

Event 2

Next to the Pokémon Center is a house. There you can acquire the first Fishing Rod in the course of your adventure—the Old Rod. It's not worth much, but it'll do till you pick up a better rod and reel later.

Event 3

Inside the Pokémon Fan Club, speak to the older gentleman. After listening to his tale, he gives you a Bike Voucher for use in the shop in Cerulean City. You can either get the bike now or wait till later.

Event 4

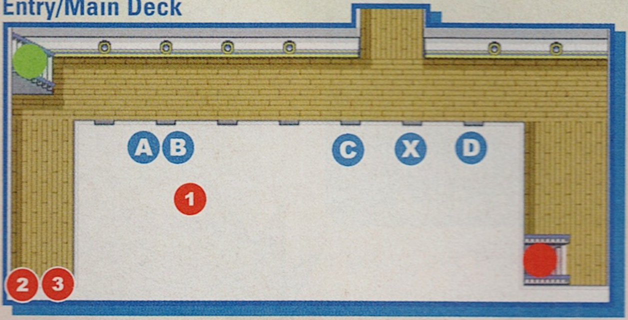
In the home between the Fan Club and the Mart is an individual looking to trade a Farfetch'd for a Spearow. If you're not training your Spearow, you may as well hand it over to add another Pokémon to your collection. Otherwise, go catch an extra Spearow and make the trade.

Event 5

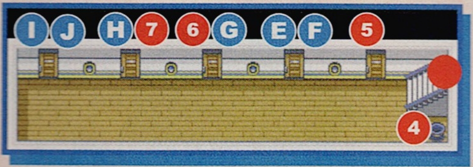
The key Events in Vermilion City (besides the local Gym) revolve around the docked boat, the *S.S. Anne*. Because you have that ticket from Bill handy, head to the dock and board the ship (you won't be able to tackle Vermilion's Gym till you're done with the ship, so...).

S.S. Anne

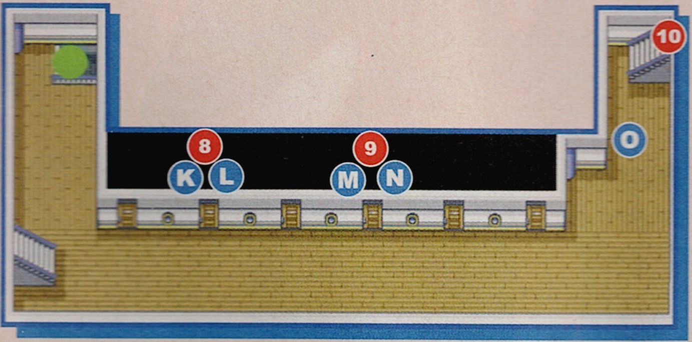
Entry/Main Deck

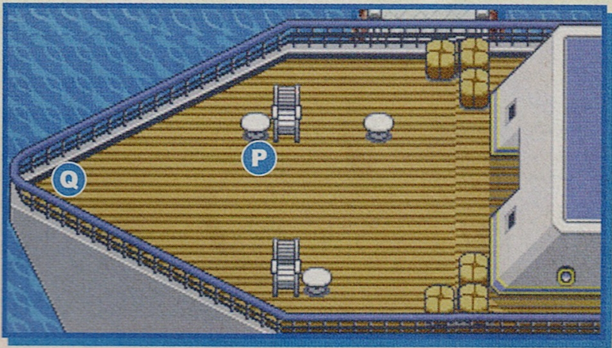


Lower Deck



Upper Deck





NOTE

The Ⓧ denotes a person who will heal Pokémon to full strength.

Items

① TM31 Brick Break
② Great Ball
③ Chesto Berry (in pail to right), Pecha Berry, and Cheri Berry
④ Hyper Potion
⑤ Super Potion
⑥ Ether
⑦ TM44 Rest
⑧ Stardust
⑨ X Attack
⑩ HM01

Trainers

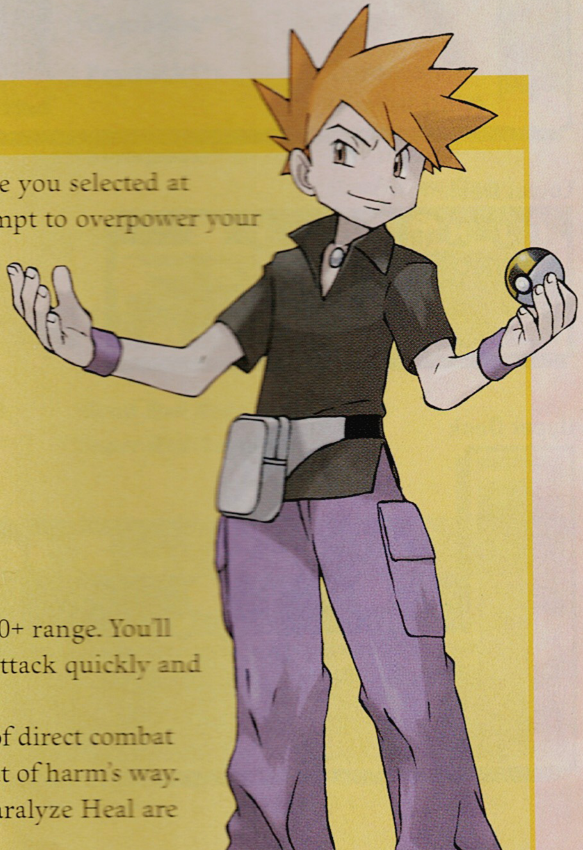
Ⓐ Nidoran♀ LV21
Ⓑ Pidgey LV18; Nidoran LV18
Ⓒ Nidoran LV19; Nidoran LV19
Ⓓ Growlithe LV18; Growlithe LV18
Ⓔ Horsea LV17; Shellder LV17; Tentacool LV17
Ⓕ Shellder LV21
Ⓖ Horsea LV17; Horsea LV17; Horsea LV17
Ⓗ Tentacool LV18; Staryu LV18
Ⓘ Machop LV20
Ⓙ Tentacool LV17; Staryu LV17; Shellder LV17
Ⓚ Pikachu LV23
Ⓛ Goldeen LV17; Goldeen LV17; Tentacool LV17
Ⓜ Growlithe LV17; Ponyta LV17
Ⓝ Rattata LV18; Pikachu LV18
Ⓟ Machop LV17; Tentacool LV17
Ⓠ Machop LV18; Shellder LV18

On the Main Floor

The ultimate goal aboard the *S.S. Anne* is to make it to the Captain's quarters on the top floor in the ship's northeastern corner. Before that, however, clear the ship of Trainers and collect all Items scattered about.

The good news is that there are no random encounters, so it's a simple matter of moving from room-to-room, wiping out whomever you come across. After you have your fill, take care of the following Event, then go to the top right chamber and chat with the Captain.

Rival Battle (Ⓞ)



Time for another battle with your Rival. Depending on the Pokémon type you selected at Professor Oak's place, your Rival's party varies in composition (in an attempt to overpower your main type):

Everybody Fights:

Kadabra:	LV 18
Pidgeotto:	LV 19
Raticate:	LV 16

And if you picked....

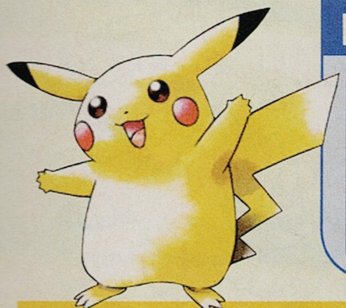
Bulbasaur:	add Charmeleon, LV20
Squirtle:	add Ivysaur, LV20
Charmander:	add Wartortle, LV20

Before taking on your Rival, make sure your Pokémon are in the Level 20+ range. You'll have the most trouble with his powered-up Kadabra. The key here is to attack quickly and fiercely before it lays waste to most of your group.

Keep your primary Pokémon (Bulbasaur, Squirtle, or Charmander) out of direct combat with its polar opposite or the battle won't last long. Keep this Pokémon out of harm's way.

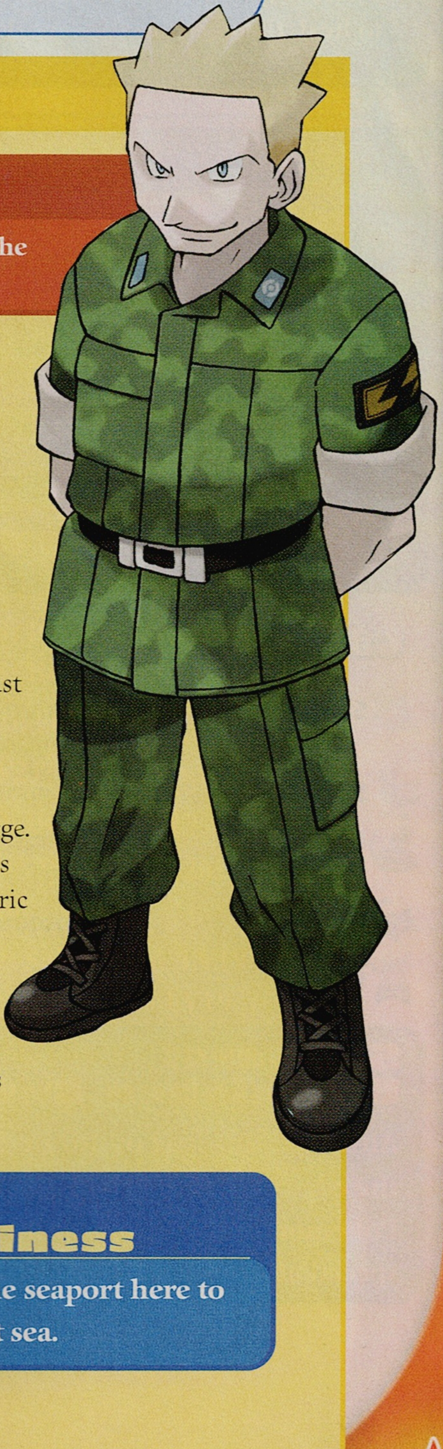
It also doesn't hurt to have Potions and the like (status cures such as Paralyze Heal are a good idea, too). So, if necessary, head to Vermilion City and stock up.

Upon beating your Rival, head up the nearby staircase to complete the *S.S. Anne* sequence and return to Vermilion City.



Event 6

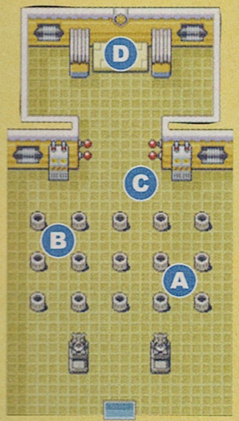
After defeating your Rival, the Captain (who's not feeling well) hands over HM01 (Cut) without a fight or even a sidelong glance. With that in hand, abandon ship and make for the Gym in Vermilion City.



Gym Battle: Lt. Surge

CAUTION

Your Pokémon should be at least Levels 18–21 before taking on Lt. Surge Ⓓ, the Gym leader of Vermilion City.



Trainers

Ⓐ	Pikachu LV21; Pikachu LV21
Ⓑ	Voltorb LV21; Magnemite LV21
Ⓒ	Pikachu LV23
Ⓓ	Voltorb LV21; Pikachu LV18; Raichu LV24 (Lt. Surge)

After taking out Trainers Ⓐ, Ⓑ, and Ⓒ, you must solve a puzzle to progress to the final brawl with the Lieutenant. You must check each of the pails found throughout the area and, when you find the first switch, check one of the nearby pails for the other switch to lower the energy field in front of Surge. The locations of the switches are random, so keep looking for them till the gate drops. Now it's time to take down Lt. Surge.

Lt. Surge won't prove difficult, though his LV24 Raichu is a pain because Surge uses Double Team to avoid your attacks. Match up types: Because Surge heavily uses Electric Pokémon, employ Diglett (or Dugtrio) or any other of the Ground-type Pokémon (Geodude, for example). Also keep plenty of Paralyze Heal on hand because even hitting his Pokémon results in Paralyzation.

After defeating Lt. Surge, you get the Thunder Badge, as well as TM34 Shock Wave to add to your collection. From here, head east onto Route 11 and into Diglett's Cave or head to Cerulean City to claim your bike, then head east on Route 9.

NOTE

Route 11 is optional, as is the sequence in Diglett's Cave. However, at least do the Diglett's Cave Event–it'll make life much easier later.

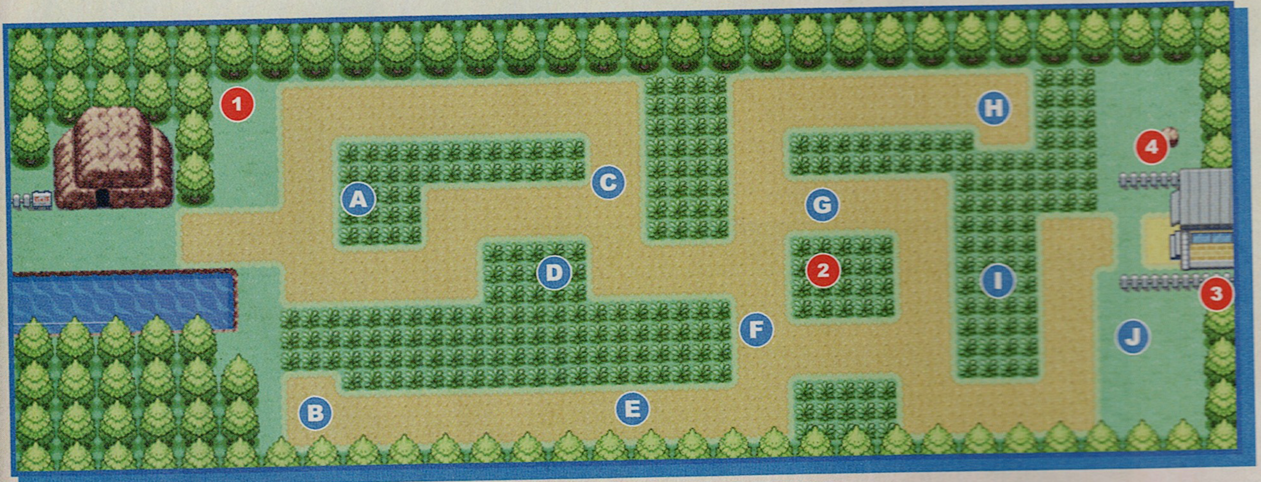
Spoilers: Unfinished Business

Later in the game, you'll use the seaport here to return to the various Islands at sea.

Route 11

NOTE

There are no Events on Route 11. Go left and enter the Pokémon Center to heal, then go into the cave (Rock Tunnel) around the bend.



Catch 'Em All!

Sandshrew:	Common (*LeafGreen* Only)
Spearow:	Common
Ekans:	Common (*FireRed* Only)
Rattata:	Common
Drowzee:	Rare

Items

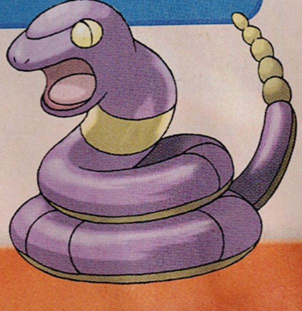
① Ice Heal
② X Defense
③ Great Ball
④ Escape Rope

Trainers

Ⓐ Ekans LV21
Ⓑ Horsea LV18; Poliwag LV18
Ⓒ Sandshrew LV19; Zubat LV19
Ⓓ Nidoran (male) LV19; Nidorino LV19
Ⓔ Magnemite LV18; Magnemite LV18; Megaton LV18
Ⓕ Oddish LV18; Bellsprout LV18
Ⓖ Magnemite LV21
Ⓗ Vulpix LV18; Growlithe LV18
Ⓘ Rattata LV17; Rattata LV17; Raticate LV17
Ⓙ Voltorb LV18; Magnemite LV18

Spoilers: Unfinished Business

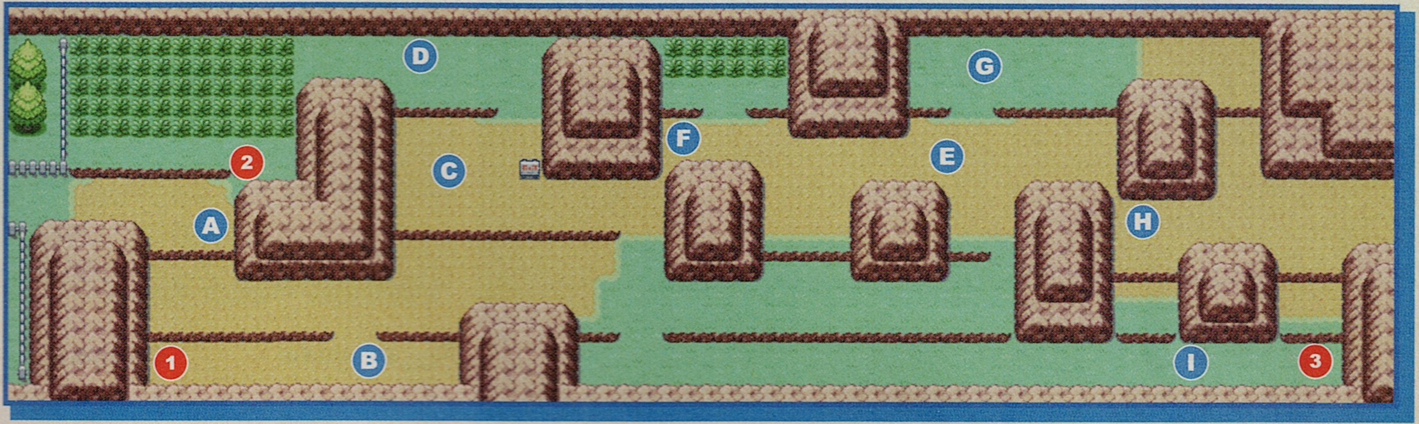
Although this isn't on Route 11, the river running around the edge of Route 10 (the small sliver of a route before the Pokémon Center) leads to the Power Plant and something special after you get Surf.



Route 9

TIP

There are no Events on Route 9. Proceed to the route's end and enter the Pokémon Center to heal, then go into the cave (Rock Tunnel) around the bend.



Catch 'Em All!

Sandshrew:	**Common** (***LeafGreen*** **Only**)
Spearow:	**Common**
Ekans:	**Common** (***FireRed*** **Only**)
Rattata:	**Common**

Items

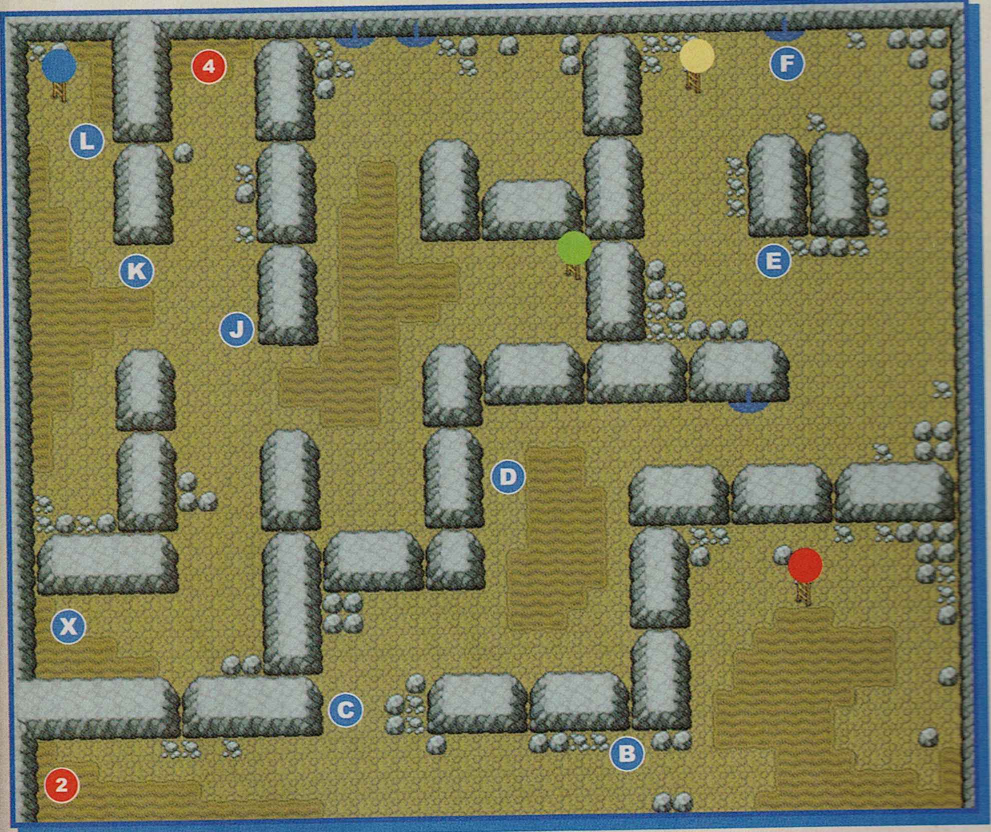
①	TM40 Aerial Ace
②	Ether (hidden)
③	Burn Heal

Trainers

Ⓐ	Oddish LV18; Bellsprout LV18; Oddish LV18; Bellsprout LV18
Ⓑ	Machop LV20; Onix LV20
Ⓒ	Growlithe LV21; Charmander LV21
Ⓓ	Beedril LV19; Beedril LV19
Ⓔ	Caterpie LV20; Weedle LV20; Venonat LV20
Ⓕ	Rattata LV19; Sandshrew LV19; Sandshrew LV19; Ekans LV19
Ⓖ	Geodude LV20; Geodude LV20; Machop LV20
Ⓗ	Meowth LV23
Ⓘ	Geodude LV21; Onix LV21

Rock Tunnel

Entry Level



NOTE

There are no Events in Rock Tunnel, so go through to Lavender Town (which also has no Events) and onward to Route 8.

TIP

Teach Flash to one of your Pokémon, because when you get in the tunnel, you're going to need it.

Catch 'Em All!

Geodude:	Common
Machop:	Rare
Mankey:	Common
Onix:	Rare
Zubat:	Common

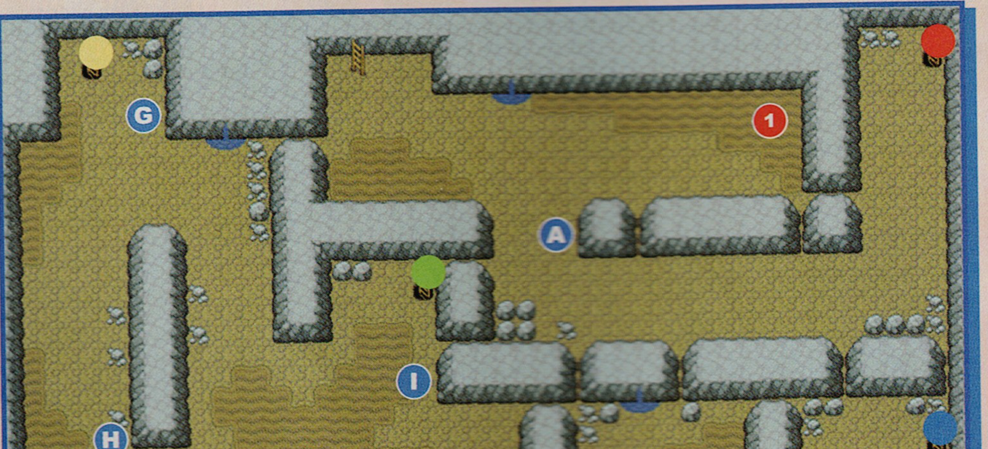
TIP

The colored dots represent matching ladders that cut between the two levels, so switch maps when you climb ladders to the corresponding colored dot.

NOTE

The Ⓧ marks the spot where a Move Tutor stands. He teaches you Rock Slide.

Exit Level



Items

① Repel
② Revive
③ Escape Rope
④ Max Ether
⑤ Pearl

Trainers

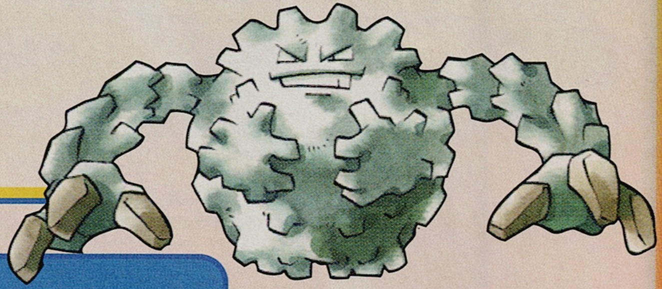
Ⓐ Cubone LV23; Slowpoke LV23
Ⓑ Slowpoke LV25
Ⓒ Oddish LV22; Bulbasaur LV22
Ⓓ Charmander LV22; Cubone LV22
Ⓔ Geodude LV25
Ⓕ Machop LV20; Onix LV20
Ⓖ Geodude LV19; Geodude LV19; Geodude LV19; Machop LV19
Ⓗ Onix LV20; Onix LV20; Geodude LV20
Ⓘ Geodude LV21; Graveler LV21
Ⓙ Jigglypuff LV21; Pidgey LV21; Meowth LV21
Ⓚ Geodude LV21; Geodude LV21; Graveler LV21
Ⓛ Slowpoke LV20; Slowpoke LV20; Slowpoke LV20
Ⓜ Bellsprout LV22; Clefairy LV22
Ⓝ Pidgey LV19; Bellsprout LV19; Rattata LV19; Rattata LV19
Ⓞ Meowth LV20; Oddish LV20; Pidgey LV20

NOTE

After exiting Rock Tunnel, there are a few more Trainers. However, if you proceed east, then due south, you can avoid them.

TIP

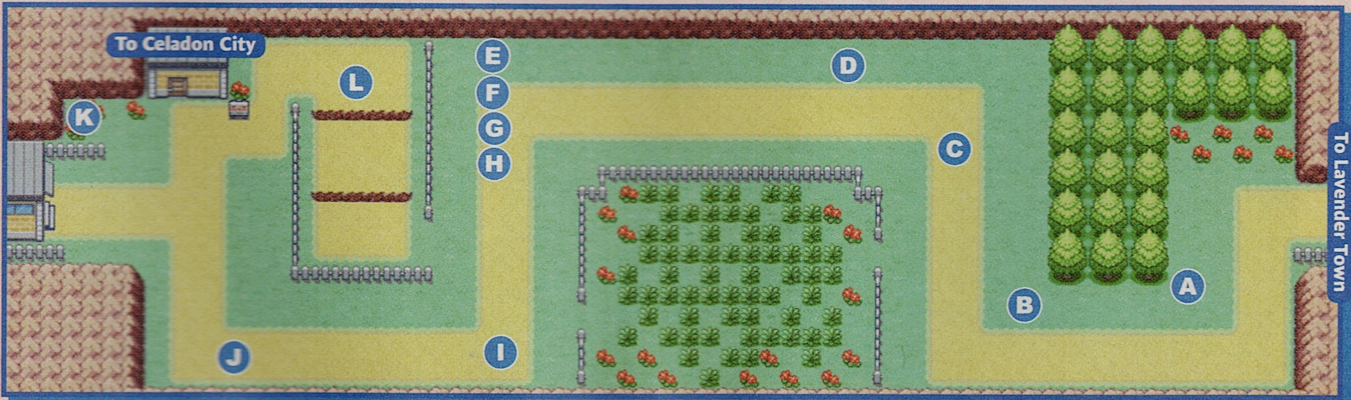
Now you come upon Lavender Town. However, there's nothing you can do here yet, so stock up if you need to, heal, then take the path heading west down Route 8.



Route 8

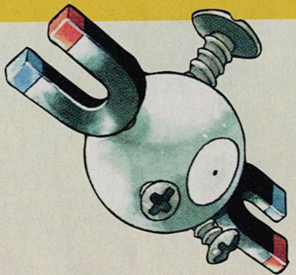
NOTE

There are no Events on Route 8. When you reach the end, head into the northwestern small house and proceed down its length to reach Celadon City.



Catch 'Em All!

Pidgey:	**Common**
Sandshrew:	**Rare** **(*LeafGreen* Only)**
Ekans:	**Common** **(*FireRed* Only)**
Vulpix:	**Rare** **(*LeafGreen* Only)**
Growlithe:	**(*FireRed* Only)**
Meowth:	**Common**



Trainers

Ⓐ Clefairy LV22; Clefairy LV22

Ⓑ Growlithe LV24; Vulpix LV24

Ⓒ Grimer LV22; Grimer LV22; Muk LV22

Ⓓ Jigglypuff LV22; Clefairy LV22 (2-on-2 battle)

Ⓔ Nidoran LV23; Nidorina LV23

Ⓕ Koffing LV24

Ⓖ Meowth LV24; Meowth LV24; Meowth LV24

Ⓗ Pidgey LV19; Rattata LV19; Meowth LV19; Nidoran LV19; Pikachu LV19

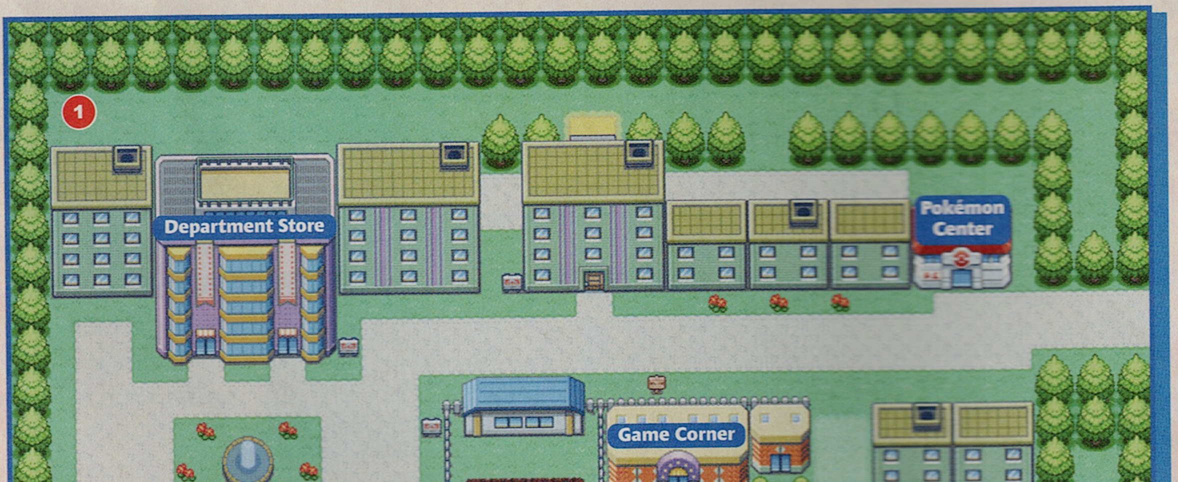
Ⓘ Grimer LV24; Grimer LV24

Ⓙ Grimer LV23; Koffing LV22; Koffing LV22

Ⓚ Voltorb LV20; Voltorb LV20; Magnemite LV20; Koffing LV20

Ⓛ Poliwag LV22; Poliwag LV22; Poliwhirl LV22

Celadon City



Shop Items

2F:	Register 1
TM05 Roar:	₽1000
TM15 Hyper Beam:	₽7500
TM28 Dig:	₽2000
TM31 Brick Break:	₽3000
TM43 Secret Power:	₽3000
TM45 Attract:	₽3000
2F:	**Register 2**
Great Ball:	₽600
Super Potion:	₽700
Revive:	₽1500
Antidote:	₽100
Paralyze Heal:	₽200
Awakening:	₽250
Ice Heal:	₽250
Burn Heal:	₽250
Super Repel:	₽500
4F	
Poké Doll:	₽1000
Retro Mail:	₽50
Fire Stone:	₽2100
Thunderstone:	₽2100
Water Stone:	₽2100
Leaf Stone:	₽2100
5F:	**Register 1**
HP Up:	₽9800
Protein:	₽9800
Iron:	₽9800
Calcium:	₽9800
Zinc:	₽9800
Carbos:	₽9800
5F:	**Register 2**
X Attack:	₽500
X Defend:	₽550
X Speed:	₽350
X Special:	₽350
X Accuracy:	₽950
Guard Spec.:	₽700
Dire Hit:	₽650

TIP

Load up on Lemonade on the Department Store roof because it's the game's best healing item (based on value). Also, give the young lady nearby one of each of the vended items to get a prize.

Catch 'Em All!

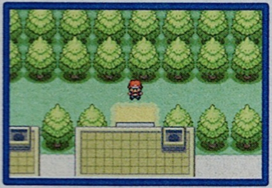
Pokémon	Rarity
Magikarp*:	**Common**

Good Rod Required

Items

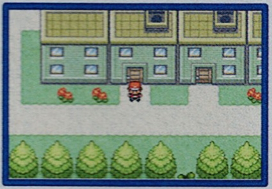
① Ether

Event 1



First things first: Go to Celadon City's north edge and follow the western path—there is a small patch of dirt jutting out. Head in and up the path till you reach the top, then grab the Poké Ball up top to claim a free Eevee!

Event 2



Head to the southernmost row of buildings and enter the far left one. Speak to the gent in the upper-left corner, and he gives you a Coin Case. You'll need this to gamble in the Game Corner.

Event 3

In the Game Corner, you can gamble by playing slots. Go up to a machine, press down to bet on one to three rows, and pull the handle. (You can score Coins at the desk or find them hidden about the room.) The odds are poor, but you can make some serious Coin if you stick with it. You can redeem your winnings next door for all sorts of prizes.

Common Prizes

Prize	Coins
TM13 (Ice Beam)	4,000
TM23 (Iron Tail)	3,500
TM24 (Thunderbolt)	4,000
TM30 (Shadow Ball)	4,500
TM35 (Flamethrower)	4,000
Smoke Ball	800
Miracle Seed	1,000
Charcoal	1,000
Mystic Water	1,000
Yellow Flute	1,600

Common Prizes

LeafGreen Version Only	
Abra	120
Clefairy	750
Pinsir	2,500
Dratini	4,600
Porygon	6,500
FireRed Version Only	
Abra	180
Clefairy	500
Dratini	2,800
Scyther	5,500
Porygon	9,999

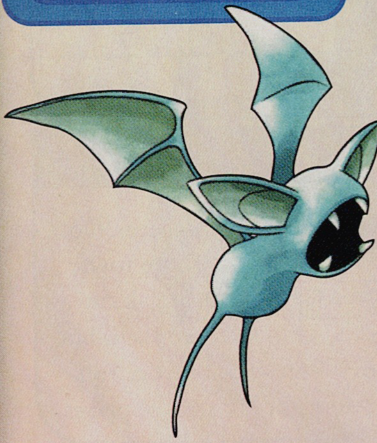
Event 4

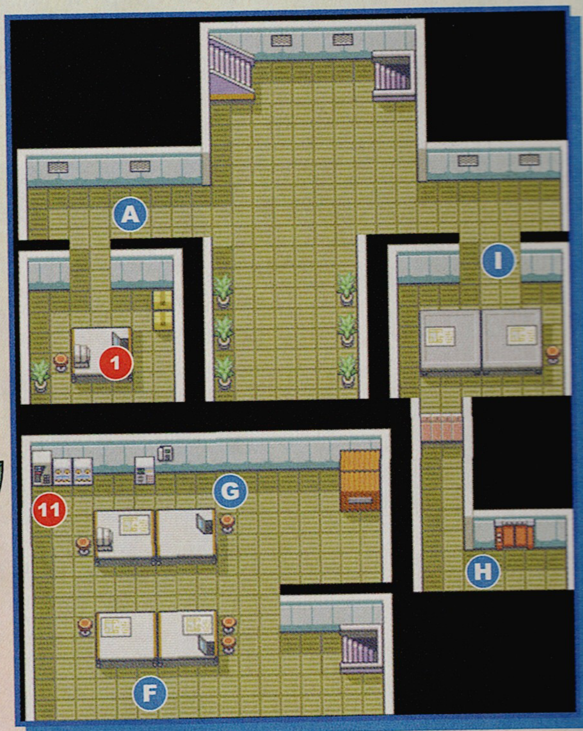
This Event is in the Game Corner. Walk up and speak to the shady Team Rocket member hanging out by the poster. Defeat his Pokémon (Raticate LV20; Zubat LV20), and he takes off. Check the nearby poster and, voilà, a secret stairway appears....

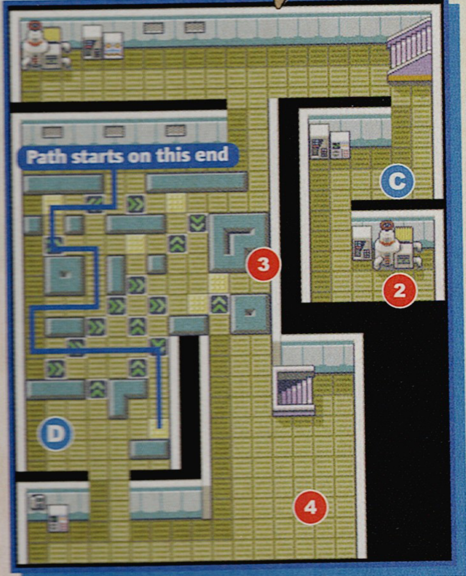
Rocket Base

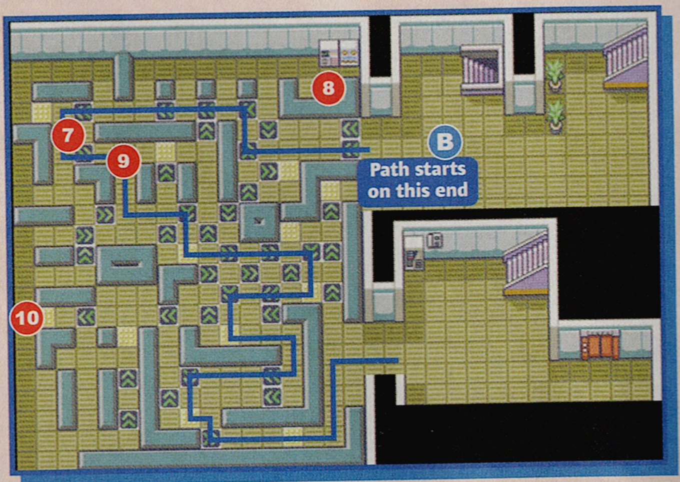
NOTE

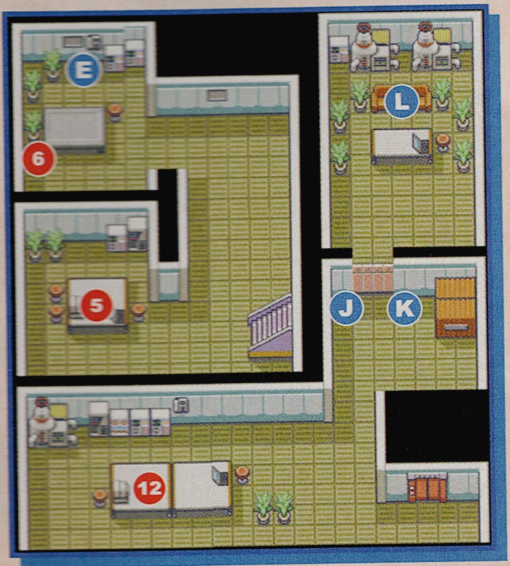
There are no random encounters in the Team Rocket Hideout, so all fights are at your discretion (where possible).

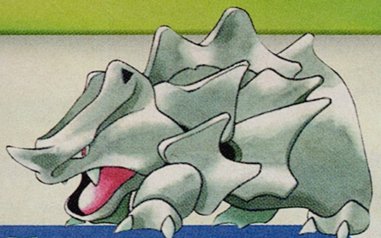





Path starts on this end
C
3
2
D
4


8
7
9
B
Path starts on this end
10





Items

① Escape Rope
② TM21 Frustration
③ Rare Candy
④ Blackglasses
⑤ Max Ether
⑥ TM49 Snatch
⑦ Moon Stone
⑧ X Speed
⑨ TM12 Taunt
⑩ Super Potion
⑪ Hyper Potion
⑫ Calcium

Trainers

Ⓐ Raticate LV21; Raticate LV21
Ⓑ Zubat LV17; Zubat LV17; Koffing LV17; Grimer LV17; Raticate LV17
Ⓒ Machop LV21; Machop LV21
Ⓓ Rattata LV20; Raticate LV20; Drowzee LV20
Ⓔ Koffing LV21; Zubat LV21 (Card Key)
Ⓕ Rattata LV19; Rattata LV19; Raticate LV19; Raticate LV 19
Ⓖ Grimer LV20; Koffing LV20; Koffing LV20
Ⓗ Grimer LV22; Koffing LV22
Ⓘ Drowzee LV21; Machop LV21
Ⓙ Sandshrew LV23; Sandslash LV23; Ekans LV23
Ⓚ Ekans LV23; Sandslash LV23; Arbok LV23
Ⓛ Onix LV25; Rhyhorn LV24; Kangaskhan LV29 (Giovanni and Silph Scope)

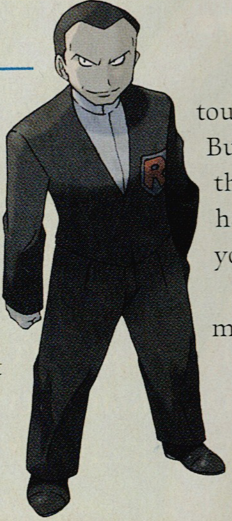
To make your way through the Team Rocket Hideout, follow these instructions to get to where you're going:

1. **Proceed to the 3rd Floor.**
2. **Go through the maze (follow the trail).**
3. **Proceed to the 4th Floor.**
4. **Head to the northwest corner and fight the Trainer (Ⓔ) to get the Card Key.**
5. **Head to the 2nd Floor.**
6. **Go through the maze (follow the trail).**
7. **Enter the elevator–take it to the 4th floor.**
8. **Defeat the Trainers (Ⓙ) and (Ⓚ) flanking the door.**
9. **Defeat Giovanni to get Silph Scope (see the following "Giovanni" section).**

NOTE

This route described here does not take into account all Trainers and Items you could encounter, and only offers the most direct route from the Team Rocket Hideout's beginning to the final fight. Feel free to take down any and all Trainers you find and collect any additional Items that strike your fancy.

Giovanni



The Rocket's big man in charge, Giovanni, is the final foe you have to tackle to clear the Team Rocket Hideout. It's good that your Pokemon are at least Level 25+ at this point, because Giovanni's trump card, Kangaskhan, is a staggering LV29, and can put weaker Pokémon in a world of hurt.

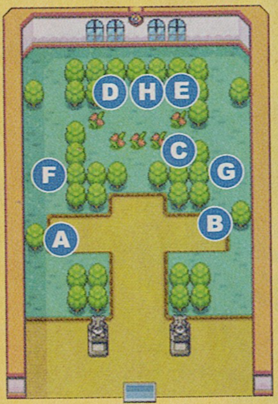
His other Pokémon aren't slouches, either, but they're more defensive than offensive. Get your toughest (Grass-type) Pokémon out front. (If you picked Bulbasaur at the game's outset and it's powered up at this point, you should have few problems.) Start hammering away. Kangaskhan can be a real pain if you're not prepared for it, so be on your toes!

Once Giovanni goes down, bag the Silph Scope, then move to the exit—now it's time to tackle another Gym!

Gym Battle: Erika

CAUTION

Your Pokémon should be at least Levels 25–28 before you take on Erika Ⓗ.



Trainers

Ⓐ Bellsprout LV23; Weepinbell LV23

Ⓑ Oddish LV21; Oddish LV21; Bellsprout LV21; Bellsprout LV21

Ⓒ Bellsprout LV22; Oddish LV22; Weepinbell LV22; Gloom LV22; Ivysaur LV22

Ⓓ Exeggcute LV24

Ⓔ Oddish LV23; Gloom LV23

Ⓕ Bellsprout LV24; Bellsprout LV24

Ⓖ Bulbasaur LV24; Ivysaur LV24

Ⓗ Tangela LV24; Victreebel LV29; Vileplume LV29 (Erika)

Erika and her cohorts wield Grass-type Pokémon and, thus, are susceptible to Fire and Flying Pokémon. So, if you started the game with Charmander, you'll clean up here. If not....

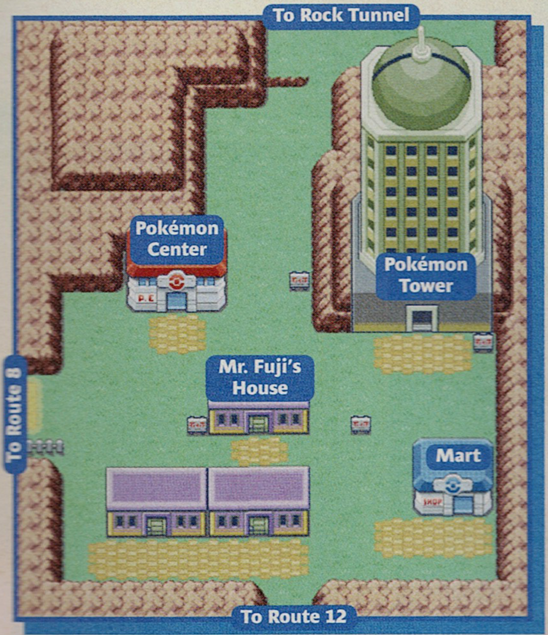
The small army of Trainers surrounding Erika makes for good practice. When you're ready for the queen of the Gym, those Fire- and Flying-types should be in the fore.

After laying down the law, you come away with the Rainbow Badge as well as TM19 Giga Drain. There's only one more errand west of the city, then it's back to Lavender Town.

Event 5

Heading west onto Route 16, cut the first bush you spot, then keep heading west into the nearby building. Head out the other side, then duck into the first house. Speak to the young lady there. She hands over one of the best HMs in the game—HM02 Fly. Now it's time to Fly to Lavender Town (assuming you have a Flying-type Pokémon).

Lavender Town

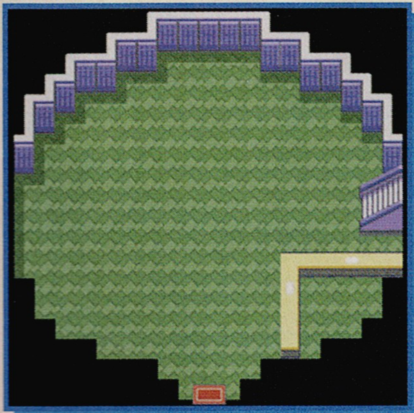

To Rock Tunnel
Pokémon Center
Pokémon Tower
Mr. Fuji's House
To Route 8
Mart
To Route 12

TIP

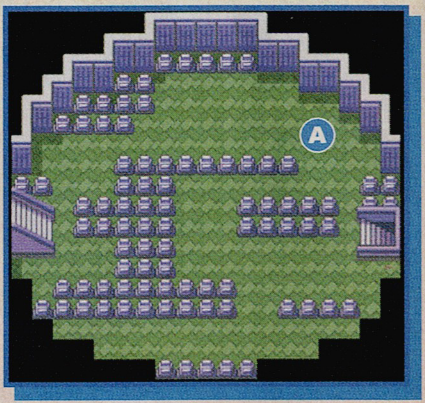
There are no Pokémon to catch in Lavender Town–proceed to the Pokémon Tower.

Pokémon Tower

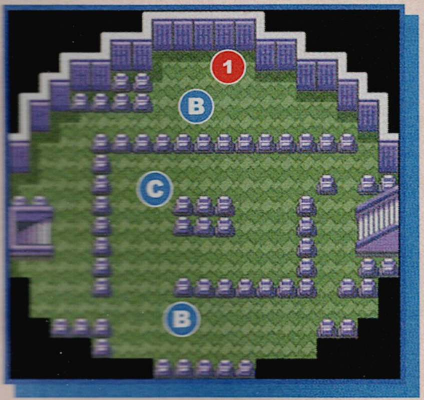
1st Floor



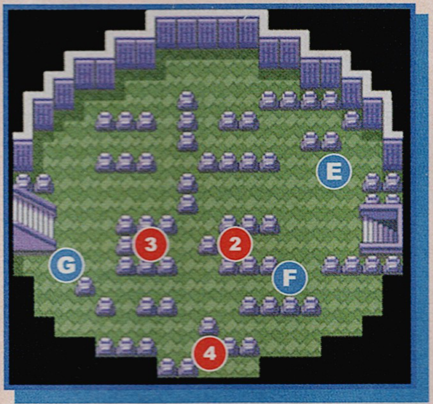
2nd Floor



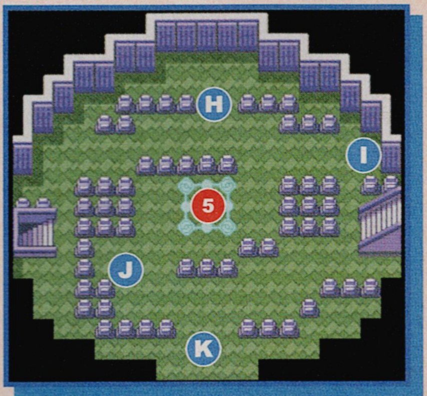
3rd Floor



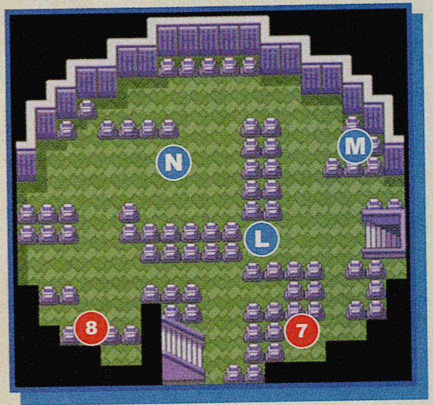
4th Floor



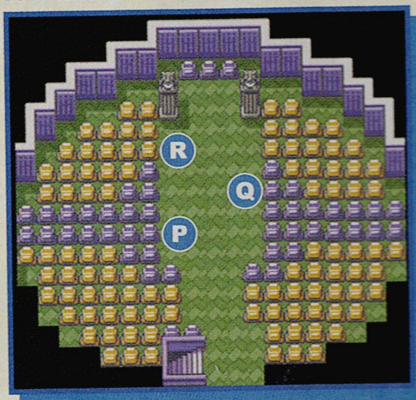
5th Floor



6th Floor



7th Floor



Items

1. Escape Rope
2. Ether
3. Awakening
4. Great Ball
5. Cleanse Tag
6. Nugget
7. X Accuracy
8. Rare Candy

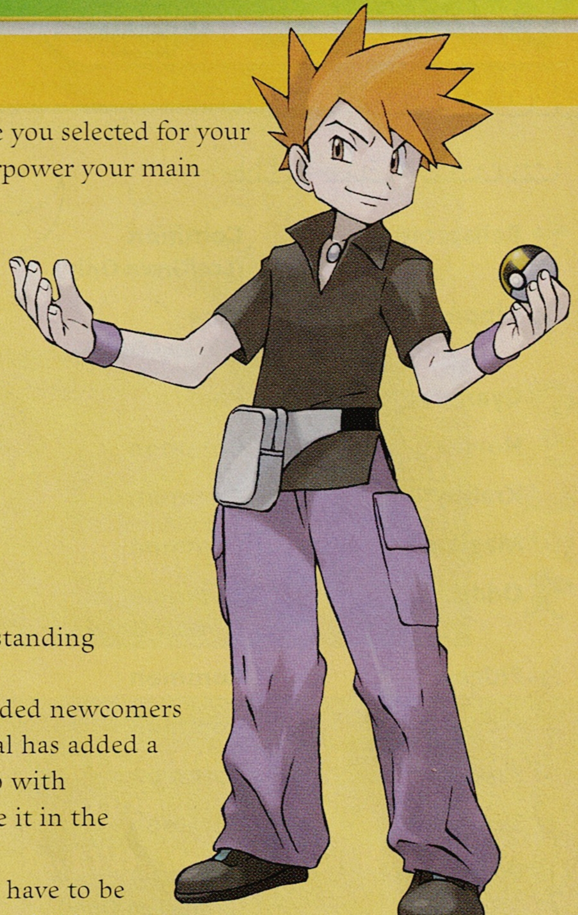
Catch 'Em All!

Gastly:	Common
Haunter:	Common
Cubone:	Rare

Trainers

Ⓐ Rival Battle
Ⓑ Gastly LV23
Ⓒ Gastly LV22
Ⓓ Gastly LV24
Ⓔ Gastly LV23; Gastly LV23
Ⓕ Gastly LV22
Ⓖ Gastly LV24
Ⓗ Gastly LV22
Ⓘ Haunter LV23
Ⓙ Gastly LV24
Ⓚ Gastly LV22
Ⓛ Gastly LV22; Gastly LV22; Gastly LV22
Ⓜ Gastly LV24
Ⓝ Gastly LV24
Ⓞ Marowak LV30
Ⓟ Zubat LV25; Zubat LV25; Golbat LV25
Ⓠ Koffing LV26; Drowzee LV26
Ⓡ Zubat LV23; Zubat LV23; Rattata LV23; Raticate LV23

Rival Battle (Ⓐ)



Time for another battle with your Rival. Depending on the Pokémon type you selected for your party at Professor Oak's Lab, his Pokémon will vary (in an attempt to overpower your main type):

Everybody Fights:

Growlithe:	LV23
Kadabra:	LV20
Pidgeotto:	LV25

And if you picked....

Bulbasaur:	add Charmeleon LV25 and Exeggcute LV25
Squirtle:	add Ivysaur LV25 and Gyarados LV25
Charmeleon:	add Wartortle LV25 and Exeggcute LV25

After ascending the first set of stairs in the Tower, you find this fellow standing nonchalantly with his back turned to you. Approach, and the fight's on!

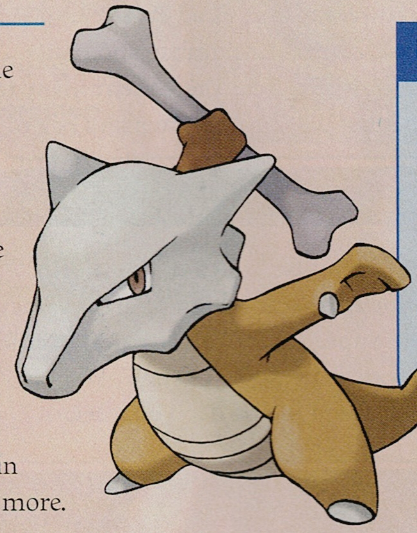
Your Rival has been doing some serious Pokémon training and has added newcomers to his fold. It's unfortunate if you started out with Squirtle, because Rival has added a rough Gyarados to the club (Bulbasaur and Charmander starters end up with Exeggcute, which are far easier to beat). If you have an Electric-type, have it in the queue so you can make short work of its aquatic antagonist.

The rest of your Rival's Pokémon are what you're used to, though you have to be wary of the Pidgeotto's Whirlwind attack (if you have a Pidgeotto, you probably know about this already): It'll boot your currently battling Pokémon out and possibly swap in one of your weaker Pokémon, leaving you open to all sorts of problems.

After dispatching your Rival, it's Trainer battles all the way up the Tower.

Marowak (Ⓞ)

Upon reaching the steps to the final floor, the Silph Scope kicks in and you have to face an enraged Marowak (Ⓞ). It won't be too much trouble after your encounter with the Rival downstairs (not to mention the preceding events in Celadon City). Defeat the Marowak, and you are granted access to the final floor and more trouble in the form of the Rockets once more.



Event 1

With the Tower cleared, it's time to head to Mr. Fuji's house to collect a reward for your heroic "rescue." With the Poké Flute in tow, head due south and down Route 12. Your ultimate destination is Fuchsia City—but that's getting ahead of ourselves.

Route 12

Catch 'Em All!

Bellsprout:	Common (*LeafGreen* Only)
Gloom:	Rare (*FireRed* Only)
Gyarados:**	Rare
Horsea*:	Common
Krabby*:	Common
Magikarp*:	Common
Oddish:	Common (*FireRed* Only)
Pidgey:	Common
Pidgeotto:	Common
Psyduck:**	Common
Slowpoke:**	Common
Weepinbell:	Common (*LeafGreen* Only)
Venonat:	Common

**Good Rod Required*
***Super Rod Required*

Items

① TM27 Return
② TM48 Skill Swap
③ Iron

Trainers

Ⓐ	Goldeen LV22; Goldeen LV22; Poliwag LV22
Ⓑ	Tentacool LV24; Goldeen LV24
Ⓒ	Goldeen LV27
Ⓓ	Poliwag LV21; Goldeen LV21; Shellder LV21; Horsea LV21
Ⓔ	Nidoran LV24; Nidoran LV24 (double team)
Ⓕ	Voltorb LV29; Electrode LV29
Ⓖ	Nidoran LV29; Nidorino LV29
Ⓗ	Magikarp LV24; Magikarp LV24

Event 1

After heading south from Lavender Town, enter the first structure. Head upstairs and speak to the young lady walking around to get TM27 Return.

Event 2

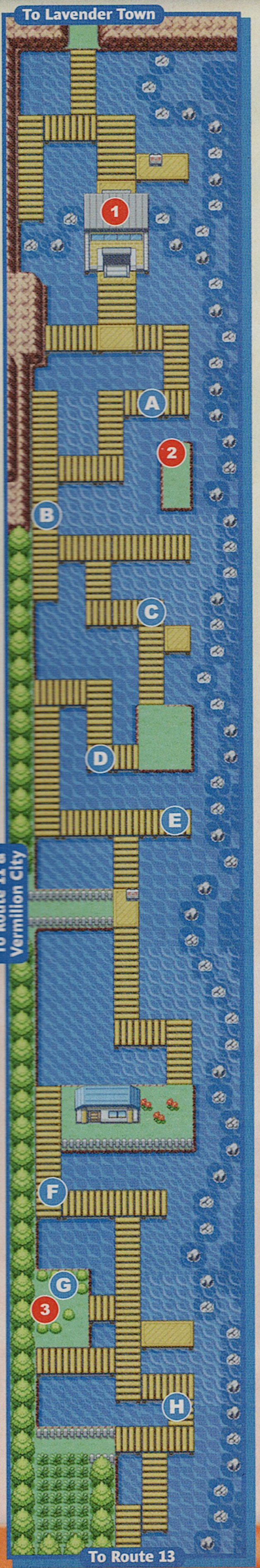
After defeating the double team (Ⓔ) you come across a snoring Snorlax (LV30) blocking the path. Bust out your recently acquired Poké Flute, rouse it from its slumber, and either capture or club it. There aren't many to be caught, so do your best to whittle its health down and bag it.

Event 3

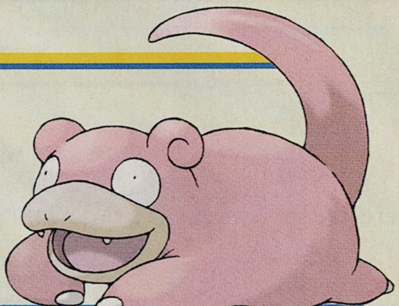
In this house, south of the snorin' Snorlax, is something of great value: the Super Rod! With it you'll be able to catch the rarest of the Pokémon that swim in the deep blue sea.

NOTE

After removing the Snorlax, you can head west and heal in Vermilion City. You can also pick up the Itemfinder if you didn't get it earlier from Professor Oak's assistant in the small building leading to Route 11.

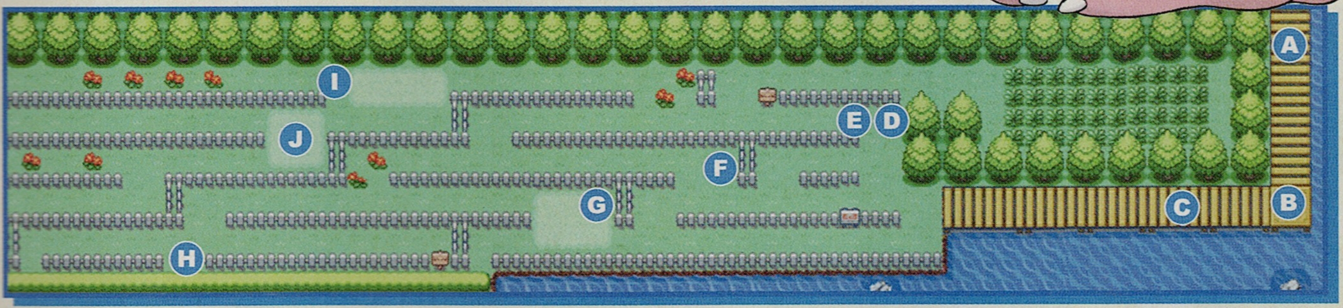


Route 13



TIP

There are no Events on Route 13. Proceed west to reach Route 14.



Catch 'Em All!

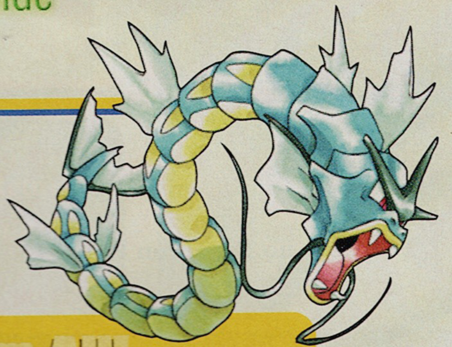
Bellsprout:	**Common** **(*LeafGreen* Only)**
Gloom:	**Rare** **(*FireRed* Only)**
Gyarados:**	**Rare**
Horsea*:	**Common**
Krabby*:	**Common**
Magikarp*:	**Common**
Oddish:	**Common** **(*FireRed* Only)**
Pidgey:	**Common**
Pidgeotto:	**Common**
Psyduck:**	**Common**
Slowpoke:**	**Common**
Weepinbell:	**Common** **(*LeafGreen* Only)**
Venonat:	**Common**

**Good Rod Required*
***Super Rod Required*

Trainers

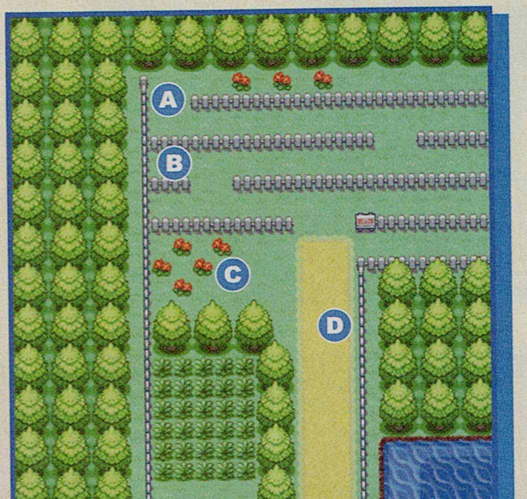
Ⓐ	Goldeen LV28; Poliwag LV28; Horsea LV28
Ⓑ	Pidgey LV29; Pidgeotto LV29
Ⓒ	Pidgey LV24; Pikachu LV24; Meowth LV24; Rattata LV24; Meowth LV24
Ⓓ	Rattata LV27; Rattata LV27; Pikachu LV27
Ⓔ	Clefairy LV29; Meowth LV29
Ⓕ	Poliwag LV30; Poliwag LV30
Ⓖ	Pidgey LV27; Meowth LV27; Pidgey LV27; Pidgeotto LV27
Ⓗ	Pidgey LV26; Pidgeotto LV26; Spearow LV26; Fearow LV26
Ⓘ	Spearow LV25; Pidgey LV25; Spearow LV25; Pidgey LV25; Spearow LV25
Ⓙ	Koffing LV28; Koffing LV28; Koffing LV28

Route 14



TIP

There are no Events on Route 14. Proceed south to reach Route 15.



Catch 'Em All!

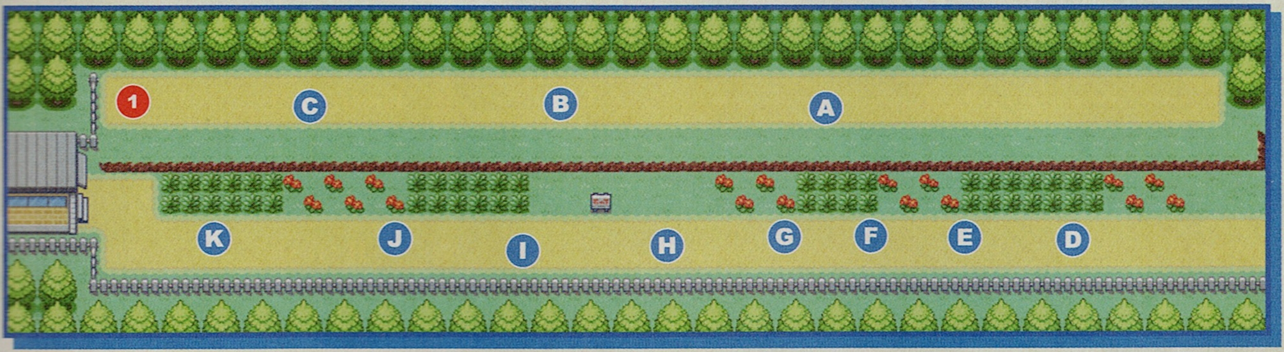
Bellsprout:	Common (*LeafGreen* Only)
Gloom:	Rare (*FireRed* Only)
Gyarados:**	Rare
Horsea*:	Common
Krabby*:	Common
Magikarp*:	Common
Oddish:	Common (*FireRed* Only)
Pidgey:	Common
Pidgeotto:	Common
Psyduck:**	Common
Slowpoke:**	Common
Weepinbell:	Common (*LeafGreen* Only)
Venonat:	Common

**Good Rod Required*
***Super Rod Required*

Trainers

Ⓐ Pidgey LV28; Doduo LV28; Pidgeotto LV28
Ⓑ Pidgey LV26; Spearow LV26; Pidgey LV26; Fearow LV26
Ⓒ Pidgeotto LV29; Fearow LV29
Ⓓ Spearow LV28; Doduo LV28; Fearow LV28
Ⓔ Farfetch'd LV33
Ⓕ Spearow LV29; Fearow LV29
Ⓖ Squirtle LV29; Charmander LV29 (team battle)
Ⓗ Koffing LV29; Muk LV29
Ⓘ Koffing LV26; Koffing LV26; Grimer LV26; Koffing LV26
Ⓙ Koffing LV29; Grimer LV29
Ⓚ Grimer LV28; Grimer LV28; Koffing LV28

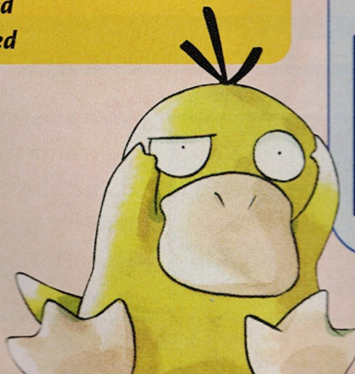
Route 15



Catch 'Em All!

Bellsprout:	**Common (*LeafGreen* Only)**
Gloom:	**Rare (*FireRed* Only)**
Gyarados:**	**Rare**
Horsea*:	**Common**
Krabby*:	**Common**
Magikarp*:	**Common**
Oddish:	**Common (*FireRed* Only)**
Pidgey:	**Common**
Pidgeotto:	**Common**
Psyduck:**	**Common**
Slowpoke:**	**Common**
Weepinbell:	**Common (*LeafGreen* Only)**
Venonat:	**Common**

**Good Rod Required*
***Super Rod Required*



Items

① TM18 Rain Dance

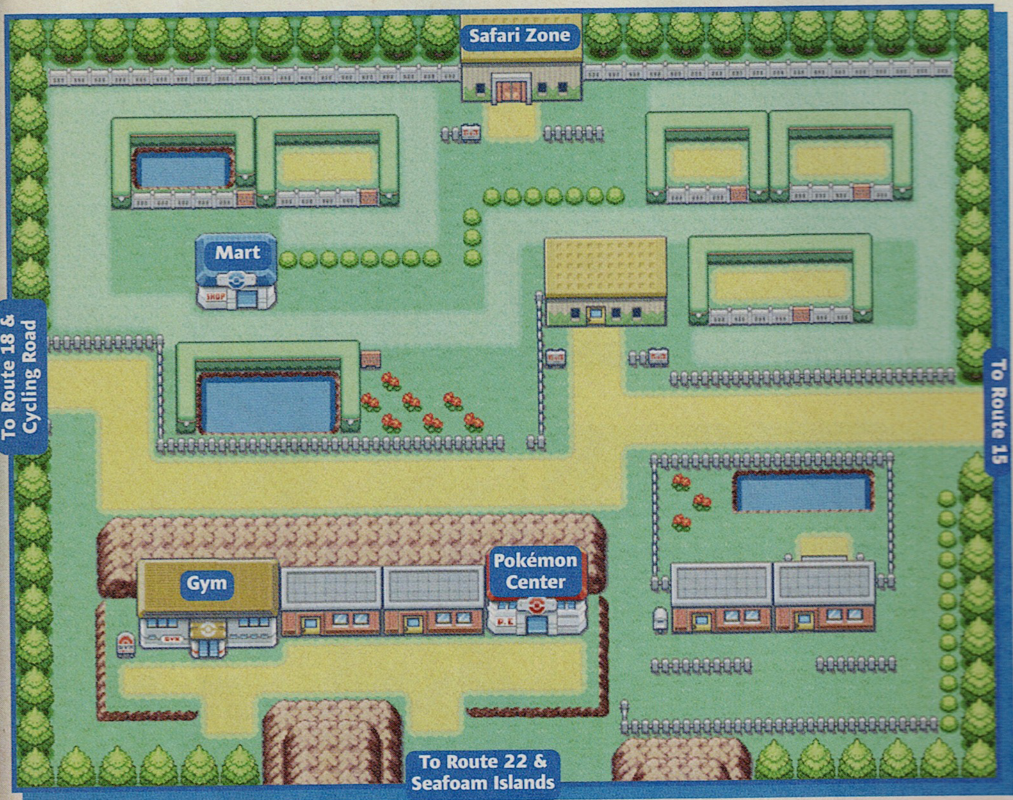
Trainers

Ⓐ	Pikachu LV29; Raichu LV29
Ⓑ	Hitmonchan LV29; Hitmonlee LV29 (team battle)
Ⓒ	Clefairy LV33
Ⓓ	Koffing LV25; Koffing LV25; Weezing LV25; Koffing LV25; Grimer LV25
Ⓔ	Koffing LV28; Grimer LV28; Weezing LV28
Ⓕ	Pidgeotto LV29; Wigglytuff LV29
Ⓖ	Bulbasaur LV29; Ivysaur LV29
Ⓗ	Gloom LV28; Oddish LV28; Oddish LV28
Ⓘ	Dodrio LV28; Doduo LV28; Doduo LV28
Ⓙ	Pidgeotto LV26; Farfetch'd LV26; Doduo LV26; Pidgey LV26
Ⓚ	Bellsprout LV29; Tangela LV29; Oddish LV29

Event 1

Before entering Fuchsia City, climb the stairs of the building bridging the city and Route 15 to find Professor Oak's assistant. If you have captured 50 Pokémon, he'll hand over the valuable Exp. Share.

Fuchsia City



Shop Items

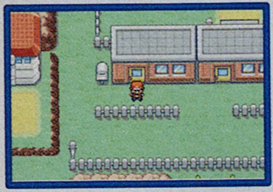
Ultra Ball:	₽1200
Great Ball:	₽600
Super Potion:	₽700
Revive:	₽1500
Full Heal:	₽600
Max Repel:	₽700

Catch 'Em All!

Goldeen*:	Common
Gyarados**:	Rare
Magikarp*:	Common
Poliwag*:	Common
Psyduck**:	Common (*FireRed* Only)
Seaking**:	Rare
Slowpoke**:	Common (*LeafGreen* Only)

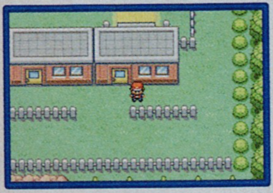
*Good Rod Required
**Super Rod Required

Event 1

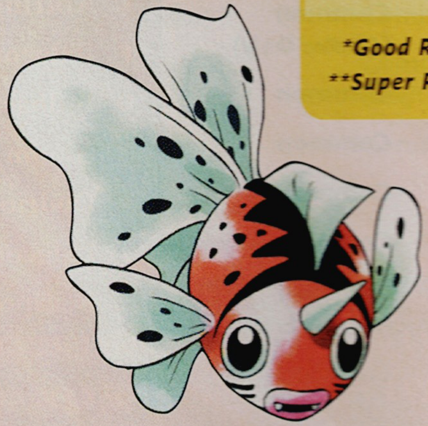


Head to this house and go inside. You find a gent who's having a speech problem. You have to get him the Gold Teeth from the northern Safari Zone to remedy his problem. There is an Item trapped behind the boulder—you'll be back for that.

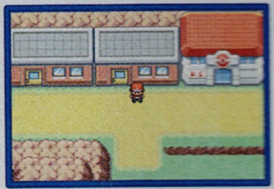
Event 2



To the right of the gent with the speech problem is a house. Step inside and speak to the fellow sitting at the table. He gives you the Good Rod! It may not be as good as the Super Rod, but comes in handy on occasion.

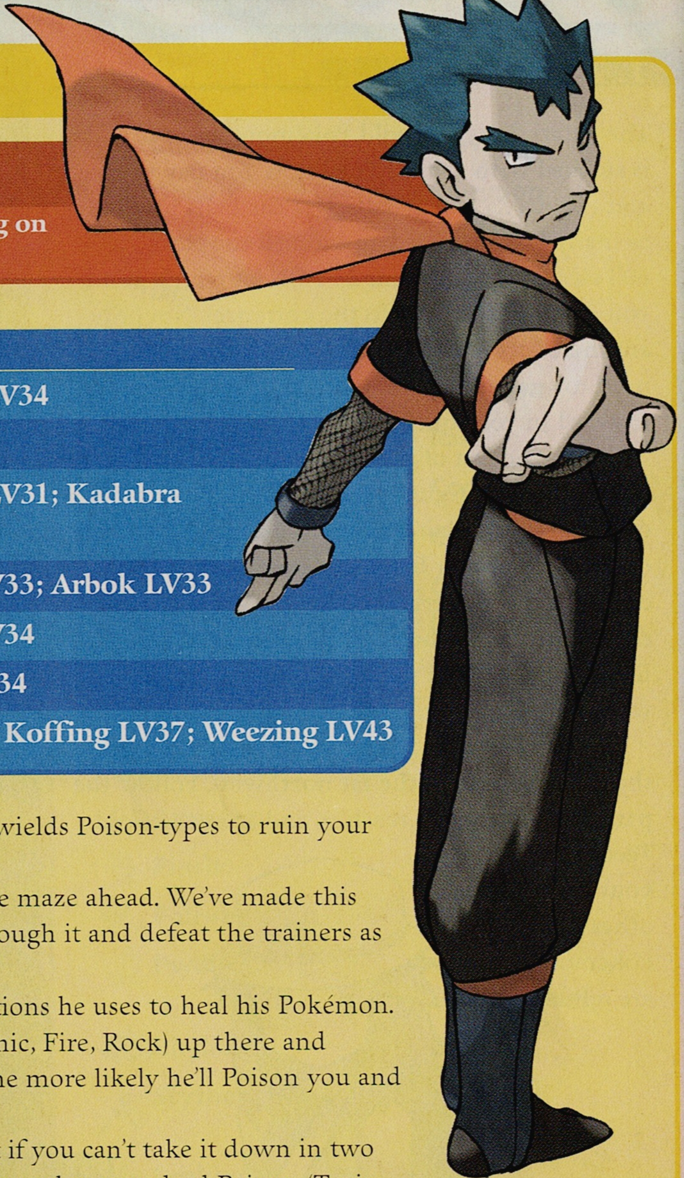


Event 3



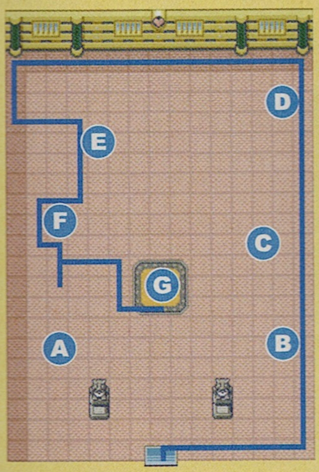
Visit this house to the Pokémon Center's left. Inside it is the Move Deleter: He can remove any moves you don't like from any of your Pokémon.

Gym Battle: Koga



CAUTION

Your Pokémon should be at least Levels 35–37 before taking on Koga (Ⓖ).



Trainers

Ⓐ Drowzee LV34; Kadabra LV34

Ⓑ Hypno LV38

Ⓒ Drowzee LV31; Drowzee LV31; Kadabra LV31; Drowzee LV31

Ⓓ Arbok LV33; Sandslash LV33; Arbok LV33

Ⓔ Sandslash LV34; Arbok LV34

Ⓕ Drowzee LV34; Hypno LV34

Ⓖ Koffing LV37; Muk LV39; Koffing LV37; Weezing LV43

Most of Koga's minions use Psychic-type Pokémon, while Koga wields Poison-types to ruin your day. Bring plenty of Antidote!

Before messing with Koga, you need to maneuver the invisible maze ahead. We've made this easy by tracing the route through the maze for you, so head through it and defeat the trainers as you go till you reach the boss.

Koga is a pain in the neck, because he has plenty of Hyper Potions he uses to heal his Pokémon. Get your Pokémon who are strongest against Poison-types (Psychic, Fire, Rock) up there and hammer as fast and as hard as possible. The longer Koga lasts, the more likely he'll Poison you and use a Heal Potion.

The Muk (LV39 version) is difficult and makes life unpleasant if you can't take it down in two hits, so be prepared. Also, these Pokémon use Toxic, which is worse than standard Poison. (Toxic erases more life with each succeeding round it afflicts your Pokémon.)

Use Poison-types against Koga's, if you have any that are high level. This nullifies their use of Toxic. Otherwise, get in there and fight it out till they meet their makers.

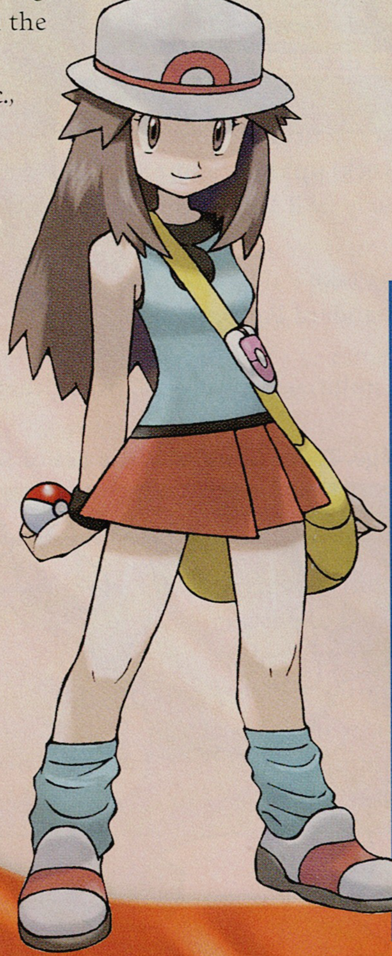
After you take down Koga and collect the spoils of victory (the Soul Badge, TM06 Toxic, and the use of Surf outside of battles), it's time to head to the town's north end and enter the Safari Zone!

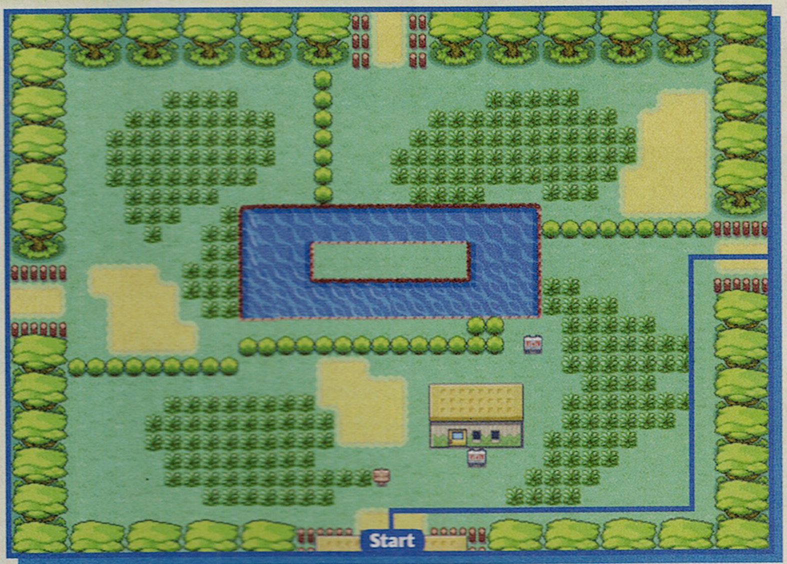
Safari Zone

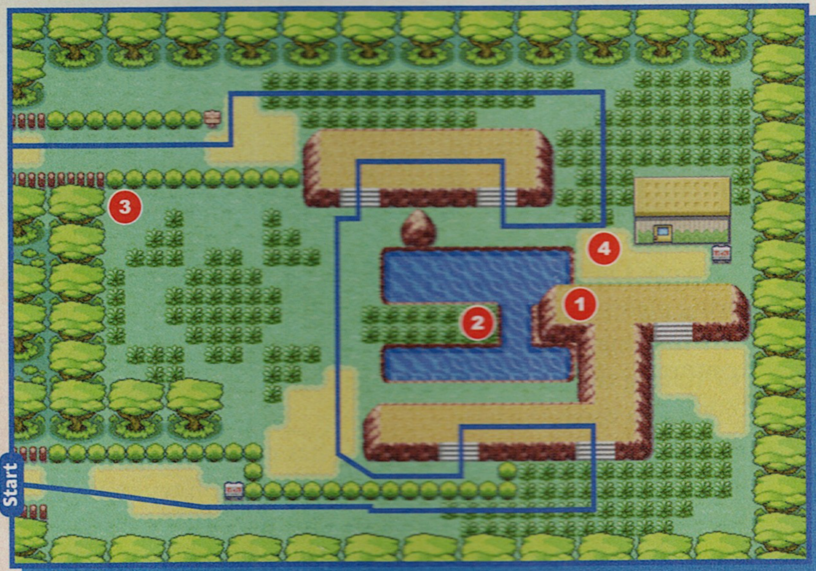
The Safari Zone is a wild Pokémon preserve and is stocked with tons of Pokémon. You pay the fee and receive 25 Safari Balls. Use the balls to catch as many Pokémon as you can before you move 600 steps or use up your 25 balls (at which point you are whisked back to the entrance). Not only are there lots of Pokémon to bag, but you also need to snap up several items to keep moving forward in your quest.

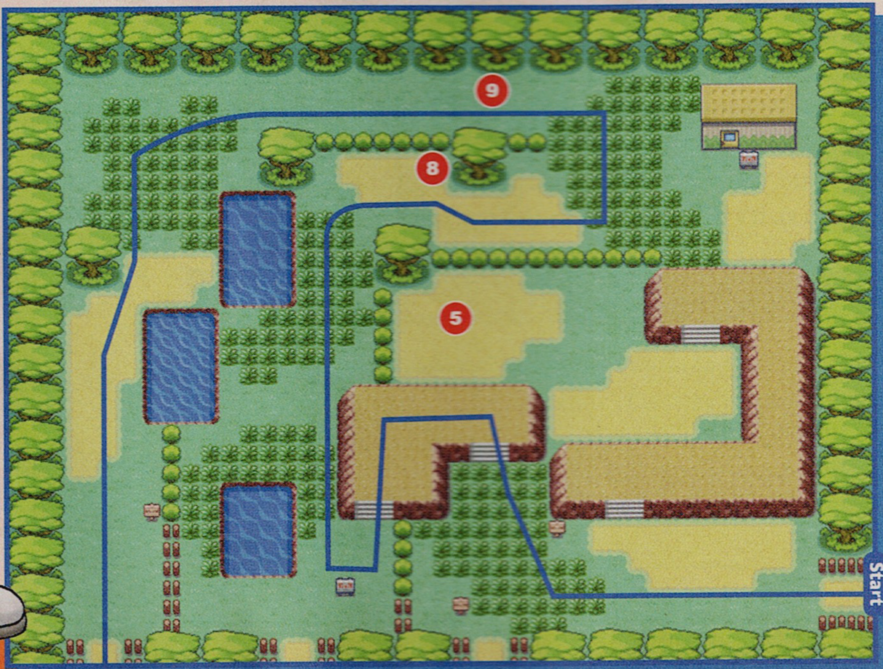
Unlike the rest of the game, in the Safari Zone, Pokémon don't fight back. You have the options of using: Catch, Bait, Throw Rock, and Run. Each one of these either helps or detracts from your odds to catch the critters here (some are easier to catch with Bait, others, with thrown rocks). Experiment to find the best combinations that work for you!

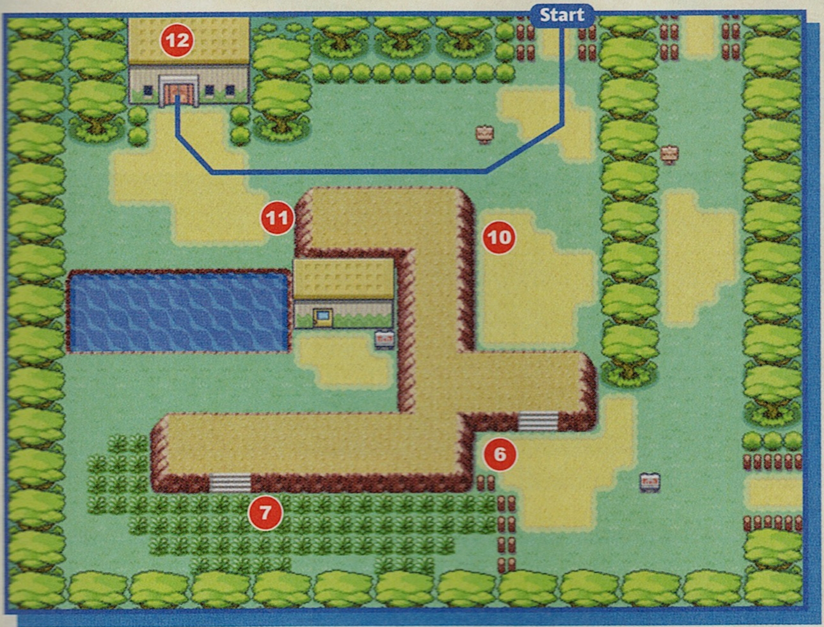
The ultimate goal in the Safari Zone is to reach the Secret House in the far northwest. Follow the path on the maps to reach it, and snag the Gold Teeth (⑩) along your way. All the other items, Pokémon, etc., are optional.











Catch 'Em All!

Chansey:	**Rare**
Doduo:	**Common**
Dragonair:**	**Very Rare**
Dratini:**	**Rare**
Exeggcute:	**Common**
Goldeen*:	**Common**
Kangaskhan:	**Rare**
Magikarp*:	**Common**
Nidoran♀:	**Common**
Nidoran♂:	**Common** **(*FireRed* Only)**
Nidorina:	**Rare**
Nidorino:	**Rare**
Paras:	**Common**
Parasect:	**Rare**
Pinsir:	**Common**
Poliwag*:	**Common**
Psyduck:**	**Common** **(*FireRed* Only)**
Rhyhorn:	**Rare**
Scyther:	**Rare**
Seaking:**	**Rare**
Slowpoke:**	**Common** **(*LeafGreen* Only)**
Tauros:	**Rare**
Venomoth:	**Rare**
Venonat:	**Common**

***Good Rod Required**

*****Super Rod Required***

NOTE

Because each "ticket" to the Safari Zone only allows 600 steps, you cannot collect all the Items in one pass.

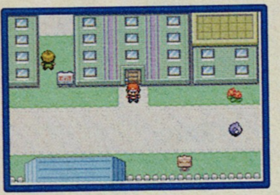
Items

1. Leaf Stone
2. TM11 Sunny Day
3. Max Potion
4. Full Revive
5. Quick Claw
6. Full Revive
7. Max Potion
8. TM47 Steel Wing
9. Protein
10. Gold Teeth (must collect)
11. TM32 Double Team
12. HM03 (must collect)

Event 4

After returning from the Safari Zone with Gold Teeth in hand, head to the home of the gent with the speech problem and give him the teeth. After you deliver them, he gives you a nice prize: HM04! Use it to move the rock to the right to get a Rare Candy.

What Now?

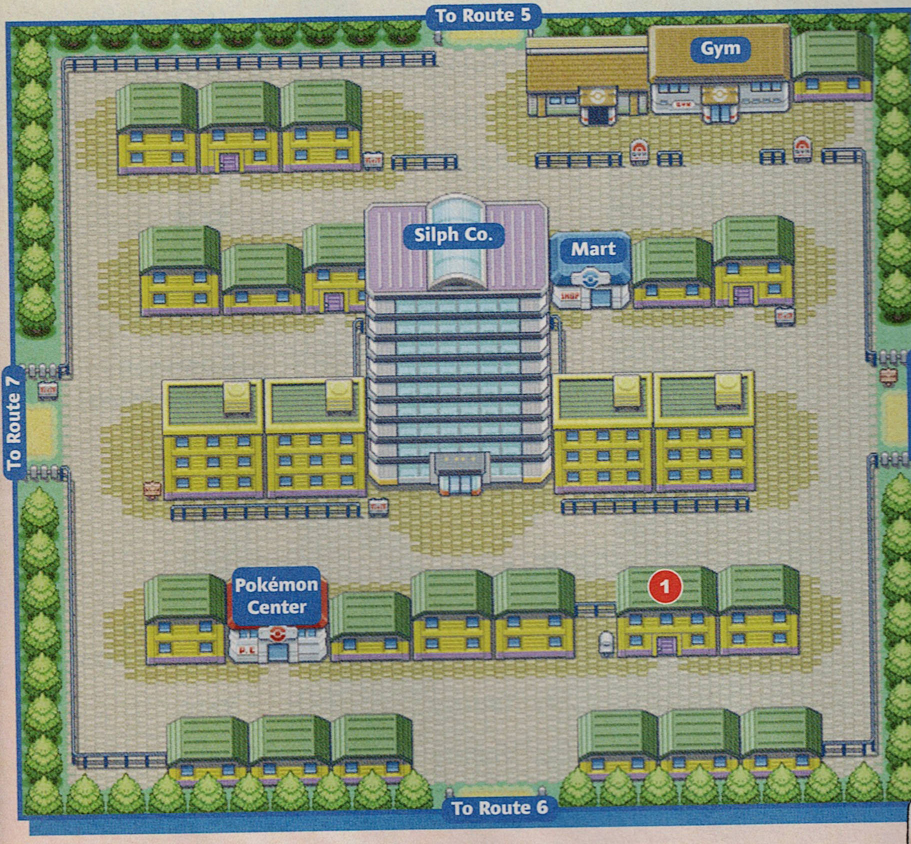


Now that you have Surf and Strength, it's time to head for Saffron and the next gym. First, though, fly to Celadon City and enter the Game Freak building (the one with the lady and all the Pokémon, near the Dept. Store). The lady there gives you Tea. Head east and into Saffron City (after speaking with the guard).

Spoilers: Unfinished Business

The Route south from the city leads to the ocean and Route 19. Surf across this to reach the Seafoam Islands and an optional quest to collect one of the Legendary Pokémon.

Saffron City



NOTE

There are no Pokémon to catch in Saffron City.

Shop Items

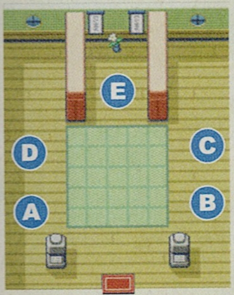
Great Ball:	₽600
Hyper Potion:	₽1200
Revive:	₽1500
Full Heal:	₽600
Escape Rope:	₽550
Max Repel:	₽700

Items

① TM29 Psychic

Mini-Gym

To the left of the main gym is a smaller, more compact gym with several Trainers in it. Head inside and clean the joint out!



Trainers

Ⓐ	Machop LV32; Machamp LV32
Ⓑ	Machop LV31; Mankey LV31; Primeape LV31
Ⓒ	Primeape LV36
Ⓓ	Mankey LV31; Mankey LV31; Primeape LV31
Ⓔ	Hitmonlee LV37; Hitmonchan LV37

After defeating the quintet of Trainers, you'll get to pick one of the two Poké Balls to the rear. The left one contains Hitmonlee; the right, Hitmonchan. Grab one, then it's off to Silph Co.

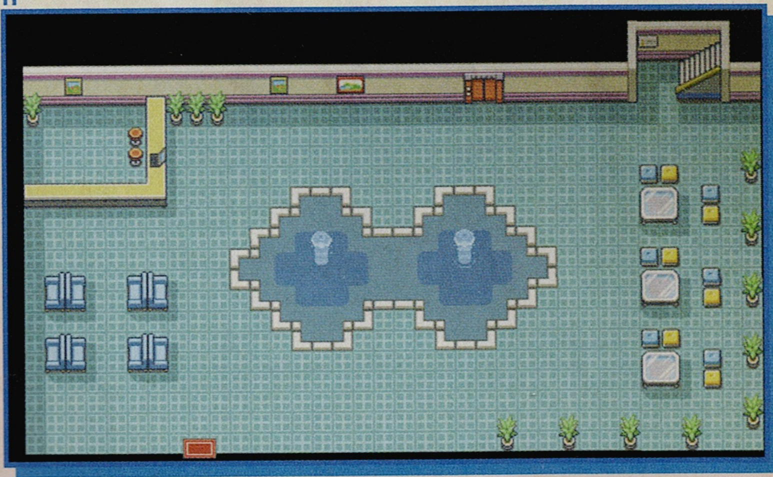
Silph Co.

Silph Co. is a daunting proposition: 11 floors stuffed with loads of Team Rocket members, Items, and a few surprises. As was the case in the Team Rocket Hideout (back in Celadon City), here there are no random encounters and many of the Trainer battles are fought at your discretion. For the fastest way through, check out the "Cheat Sheet" contained in this section. Otherwise, feel free to rumble with all the Trainers and/or collect all the Items.

NOTE

Your first priority is to get the Card Key in the first part of the "Cheat Sheet" to fight many of the Trainers and collect many of the Items–and beat Silph Co.

1F



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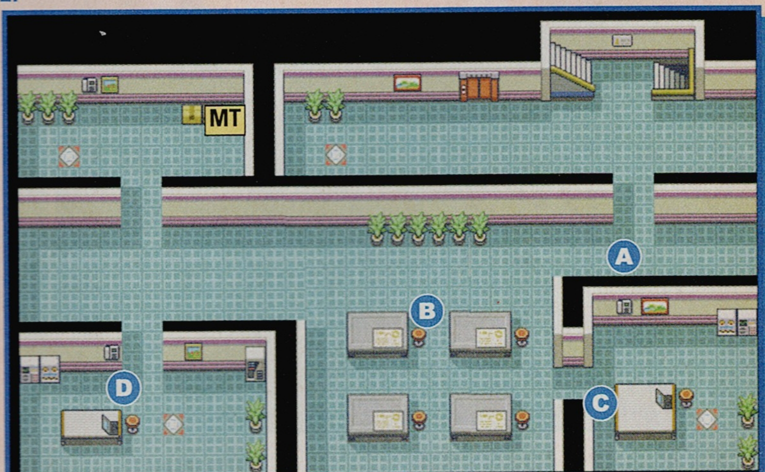

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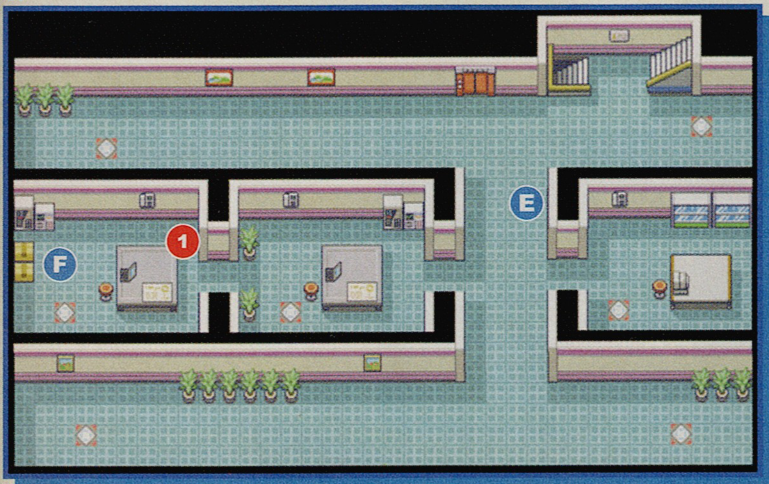

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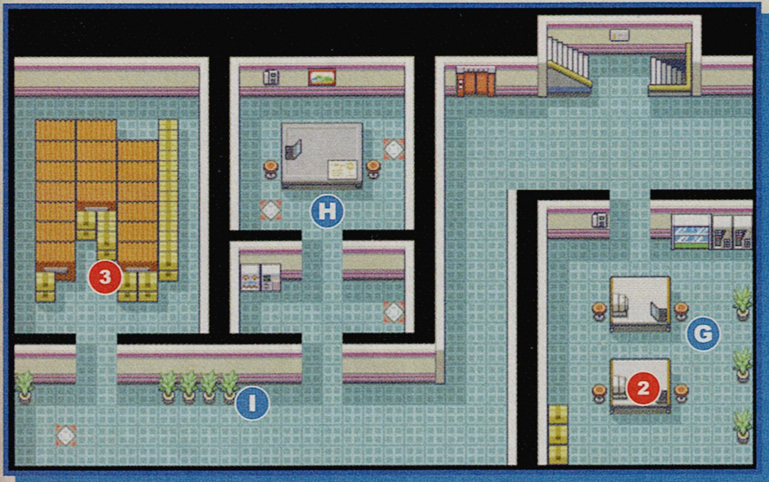

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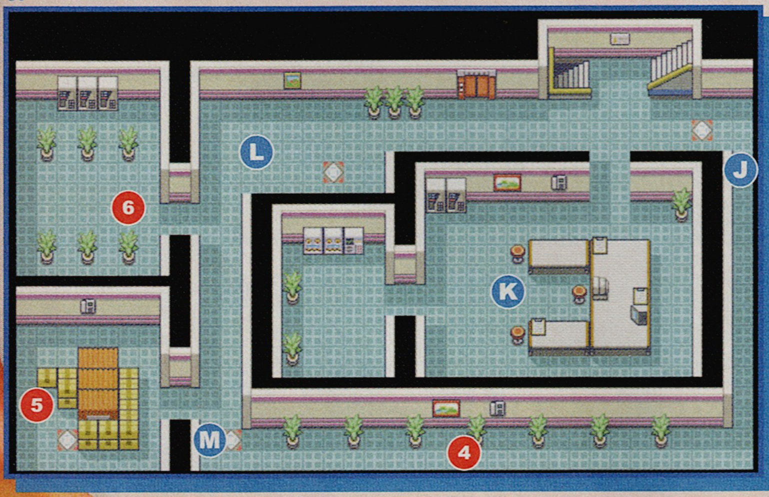

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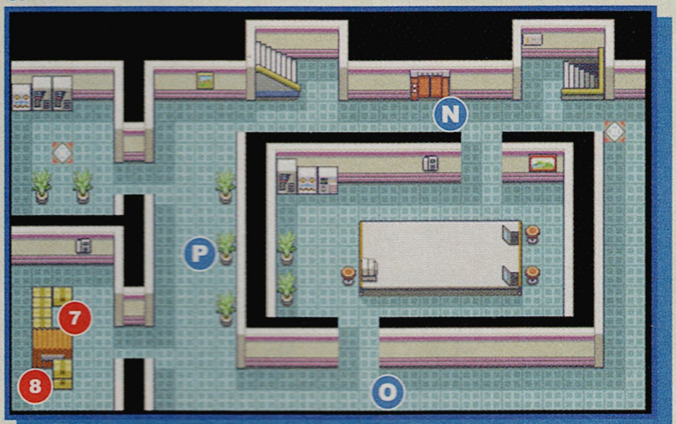

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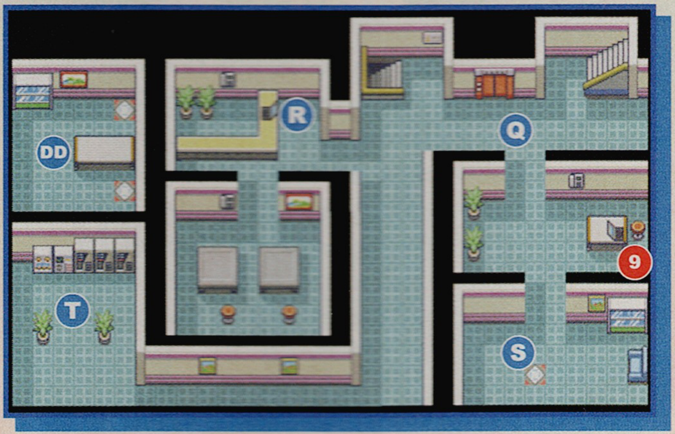

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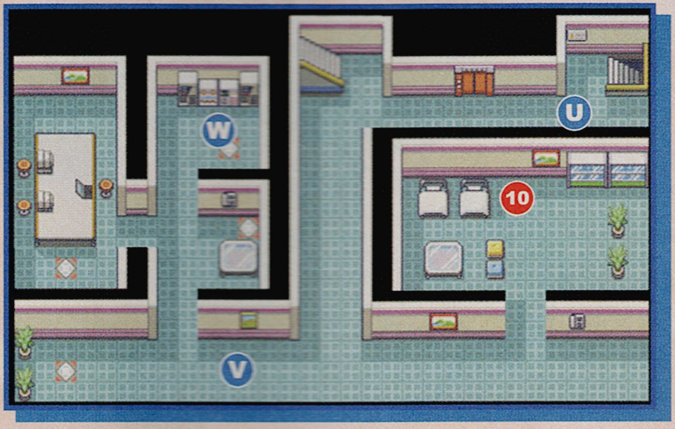

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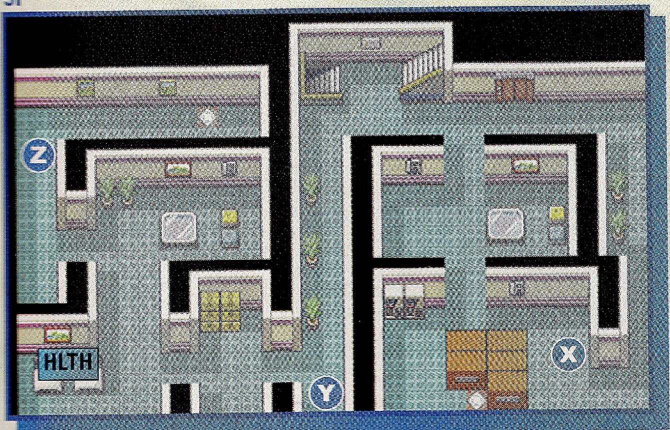
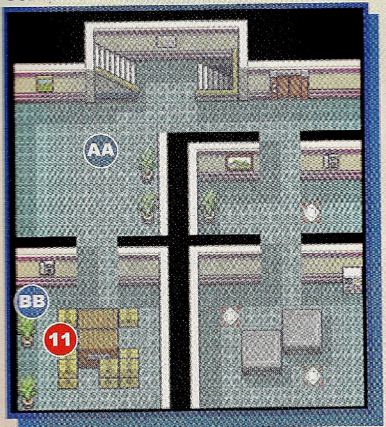
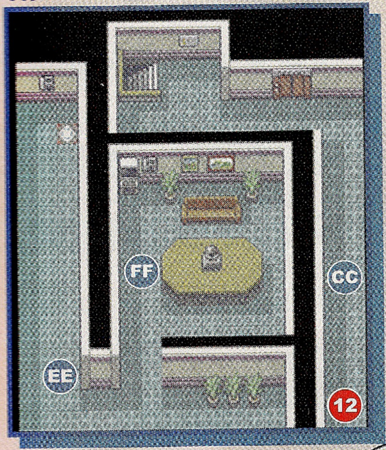


10F



11F

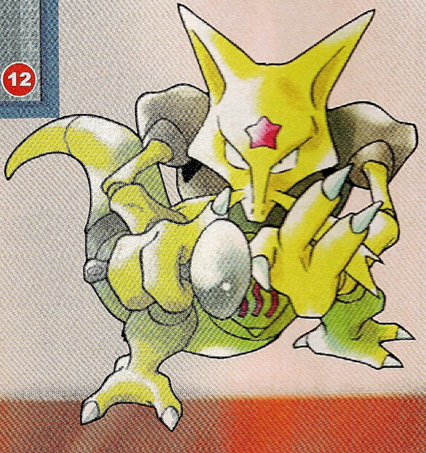


Items

① Hyper Potion
② TM41 Torment
③ Escape Rope; Full Heal; Max Revive
④ Card Key
⑤ TM01 Focus Punch
⑥ Protein
⑦ HP Up
⑧ X Special
⑨ TM08 Bulk Up
⑩ Zinc
⑪ Carbos; Rare Candy; Ultra Ball
⑫ Zinc

Trainers

Ⓐ Golbat LV25; Zubat LV25; Zubat LV25; Zubat LV25; Raticate LV25
Ⓑ Cubone LV29; Zubat LV29
Ⓒ Magnemite LV28; Voltorb LV25; Magneton LV28
Ⓓ Grimer LV26; Weezing LV26; Koffing LV26; Weezing LV26
Ⓔ Raticate LV28; Hypno LV28; Raticate LV28
Ⓕ Electrode LV29; Weezing LV29
Ⓖ Ekans LV28; Cubone LV28; Zubat LV28
Ⓗ Voltorb LV33
Ⓘ Machop LV29; Drowzee LV29
Ⓙ Hypno LV33
Ⓚ Kadabra LV29; Mr. Mime LV29
Ⓛ Magneton LV26; Magnemite LV26; Weezing LV26; Koffing LV26
Ⓜ Arbok LV33
Ⓝ Machop LV29; Machamp LV29
Ⓞ Zubat LV28; Zubat LV28; Golbat LV28
Ⓟ Voltorb LV25; Magneton LV25; Magnemite LV25; Koffing LV25; Koffing LV25
Ⓠ Cubone LV29; Cubone LV29
Ⓡ Raticate LV26; Zubat LV26; Golbat LV26; Rattata LV26
Ⓢ Sandshrew LV29; Sandslash LV29
Ⓣ Electrode LV29; Muk LV29
Ⓤ Raticate LV26; Arbok LV26; Koffing LV26; Golbat LV26
Ⓥ Weezing LV28; Koffing LV28; Golbat LV28
Ⓦ Grimer LV29; Electrode LV29
Ⓧ Voltorb LV28; Magneton LV28; Koffing LV28
Ⓨ Golbat LV28; Drowzee LV28; Hypno LV28
Ⓩ Drowzee LV28; Grimer LV28; Machop LV28



Trainers continued

AA Magnemite LV29; Koffing LV29

BB Machamp LV33

CC Rattata LV25; Rattata LV25; Zubat LV25; Ekans LV25; Rattata LV25

DD Rival Battle

EE Cubone LV32; Marowak LV32; Drowzee LV32

FF Nidorino LV37; Rhyhorn LV37; Kangaskhan LV35; Nidoqueen LV41 (Giovanni)

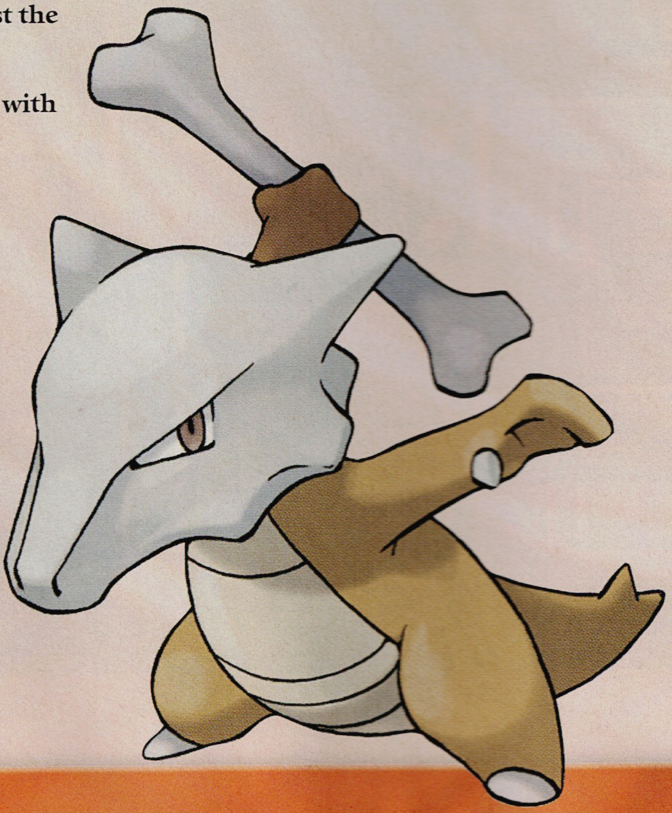
Other Points of Interest

MT = Move Tutor

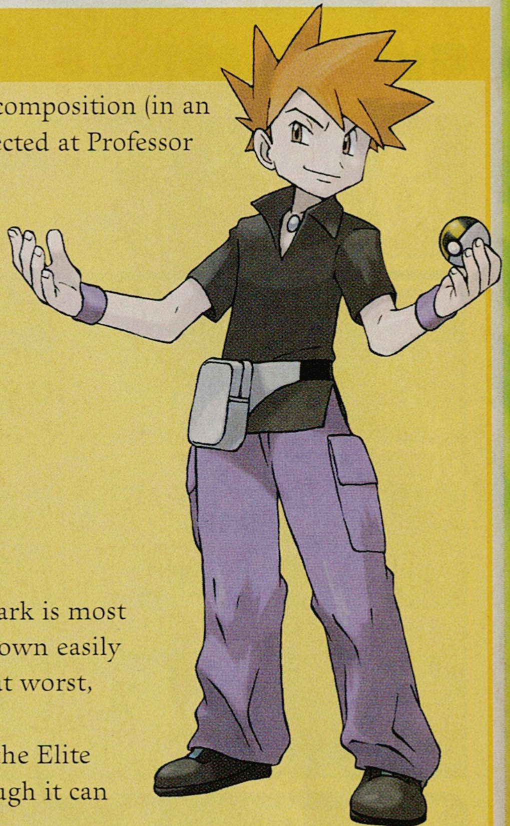
HLTH = Rest Area

To make your way through Silph Co., follow this "Cheat Sheet."

1. **Take the elevator to the 5th floor.**
2. **Make your way past the Trainer (L).**
3. **Head south toward a Trainer (M); fight him.**
4. **Enter the teleporter, then re-enter it to get past the Trainer (M).**
5. **Head east and you walk directly into the Card Key (4).**
6. **Now head down to the 3rd Floor and go past the Trainer (E).**
7. **Head left at the first doorway and unlock it with the Card Key.**
8. **Continue in and hop on the first teleporter you see, but prepare for a big fight!**
9. **Fight the Rival Battle (DD).**
10. **Afterward, hit the second teleporter and go to 11F.**
11. **Deal with the Trainer (EE) to the south.**
12. **Head through the locked door to meet...Giovanni (FF)!**



Rival Battle (DD)



Now it's time for another battle with your Rival. Remember, his party varies in composition (in an attempt to overpower your main type) depending on the Pokémon type you selected at Professor Oak's Laboratory.

Everybody Fights:

Pidgeot:	LV37
Alakazam:	LV35
Gyarados:	LV35

And if you picked....

Bulbasaur:	add Charmander LV40 and Exeggcute LV38
Squirtle:	add Ivysaur LV40 and Growlithe LV35
Charmander:	add Wartortle LV40 and Exeggcute LV38

Despite the seemingly fearsome makeup of his team at this point, your Rival's bark is most certainly worse than his bite. His Pidgeot, Alakazam, and Gyarados should go down easily against your starter Pokémon at this point in the game; two or three hits each, at worst, render them unconscious.

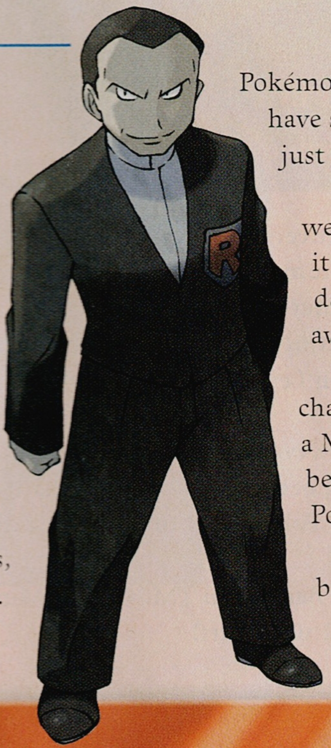
Exeggcute is, well, a sad joke, and if it thinks that it's going to help it against the Elite Four, it needs its head examined. Pretty much the same goes for Growlithe, though it can be tricky against your Grass-type Pokémon, so watch it.

Finally, your Rival's starter shouldn't prove much of a match for you. As long as you have a decently balanced team, it should go down in a hurry with a few quick and heavy attacks.

After you've sent him packing, speak to the chap standing nearby for something...nice. Then heal before hitting the second teleporter to 11F.

Giovanni (FF)

Kangaskhan	LV35
Nidoqueen	LV41
Nidorino	LV37
Rhyhorn	LV37



Not long after smiting your Rival once more, you come upon one last Trainer (EE) then, behind a steel door, Giovanni (FF)!

By and large, you probably won't have too much trouble with Giovanni. His Nidorino and Rhyhorn should go down fairly easily because their levels at this point are no match for a decent Electric-, Water-, or Grass-type.

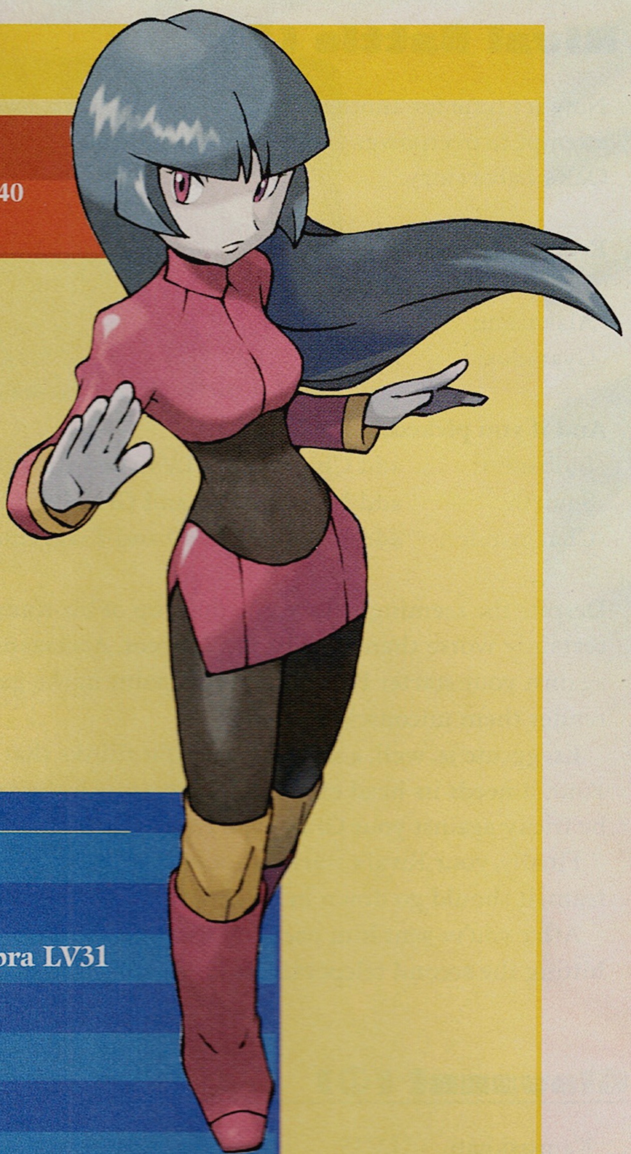
The Kangaskhan seems like it means business, but hang in there and hammer away at its hide. It shouldn't be too much to handle with your Pokémon levels, but it probably wouldn't hurt to have some Potions and Lemonade at the ready, just in case.

Nidoqueen is easily cooked with a fairly well-powered-up Electric Pokémon and, even if it does get in some hits, it doesn't do enough damage to worry about. Just keep whaling away and it goes down soon enough.

After defeating Giovanni, speak to the chap on the couch to get an extra special item: a Master Ball! Hang on to this till after you beat the Elite Four to capture a Legendary Pokémon or something similar....

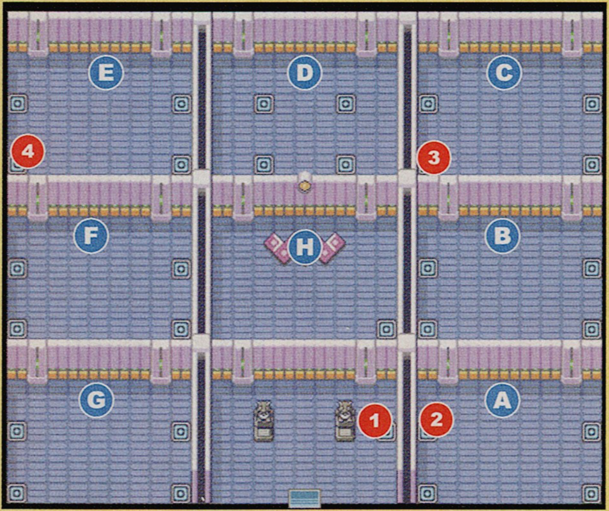
That's it for Silph Co. Time to head back out into town, heal, and then go over and beat the real Gym.

Gym Battle: Sabrina



CAUTION

We strongly recommend that your Pokémon are at least Level 40 before taking on Sabrina (Ⓗ).



Trainers

Ⓐ Slowpoke LV33; Slowpoke LV33; Slowbro LV33
Ⓑ Mr. Mime LV34; Kadabra LV34
Ⓒ Kadabra LV31; Slowpoke LV31; Mr. Mime LV31; Kadabra LV31
Ⓓ Gastly LV34; Haunter LV34
Ⓔ Slowbro LV38
Ⓕ Haunter LV38
Ⓖ Gastly LV33; Gastly LV33; Haunter LV33
Ⓗ Kadabra LV38; Mr. Mime LV37; Venomoth LV38; Alakazam LV43 (Sabrina)

Before facing down Sabrina, you must maneuver the teleporters to reach her. The easiest way is simply to follow the numbers on the map. Take each one in numerical order to land yourself right in Sabrina's lap. You can always teleport around and destroy the Trainers as well.

Fighting Sabrina herself isn't all that daunting a proposition...except for her jacked-up Alakazam. Her other Pokémon fall pretty quickly if your Pokémon Levels are in the high 30s (your starter, in particular, should be pushing 40 by now).

The Alakazam is a nasty piece of work, however. It's fast and many of its moves can lay waste to your intrepid band in two shakes of a lamb's tail. Your best bet is simply to hit as hard and fast as possible because it's a beast to beat. Also be aware that Sabrina heals her Pokémon if they get into the red zone, so do your best to blast them from yellow to dead.

After finishing her off, you get the Marsh Badge and TM04 Calm Mind. With that done, leave Saffron City and fly back to Pallet Town and hit Route 21 with Surf!

Route 21

TIP

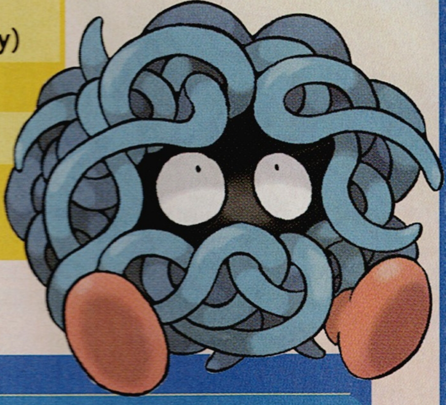
There are no Events on Route 21. Make your way south to Cinnabar Island to complete this leg of the adventure.

Catch 'Em All!

Gyarados:**	**Common**
Horsea*:	**Common**
Kingler:**	**Rare**
Magikarp*:	**Common**
Psyduck:**	**Common (*FireRed* Only)**
Seadra:**	**Rare (*FireRed* Only)**
Shellder*:	**Common (*FireRed* Only)**
Tangela:	**Rare**
Tentacool*:	**Common**

***Good Rod Required**

*****Super Rod Required***



Trainers

Ⓐ Magikarp LV27; Magikarp LV27; Magikarp LV27; Magikarp LV27; Magikarp LV27; Magikarp LV27

Ⓑ Seaking LV28; Goldeen LV28; Seaking LV28; Seaking LV28

Ⓒ Seadra LV33; Starmie LV33 (team battle)

Ⓓ Seadra LV33; Tentacruel LV33

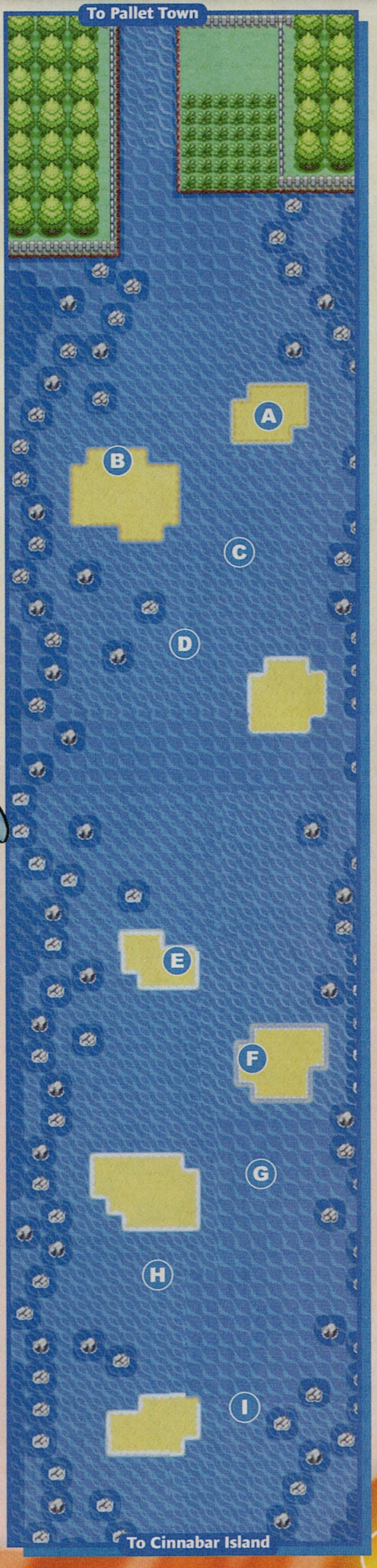
Ⓔ Cloyster LV31; Shellder LV31

Ⓕ Seaking LV33; Goldeen LV33

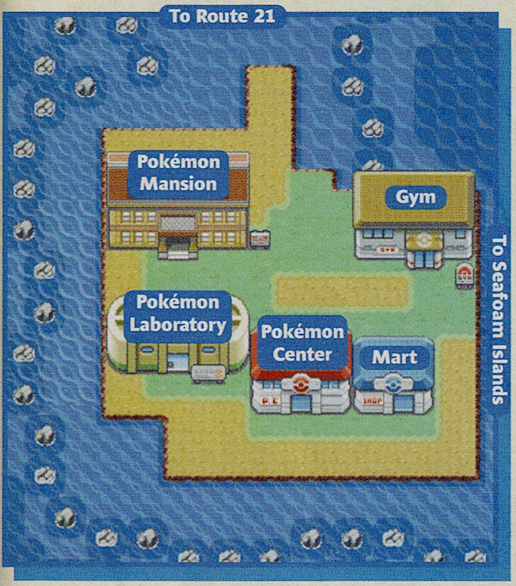
Ⓖ Starmie LV37

Ⓗ Poliwhirl LV32; Tentacool LV32; Seadra LV32

Ⓘ Staryu LV33; Wartortle LV33

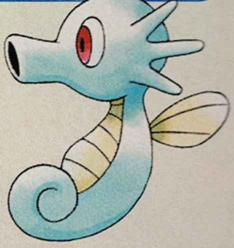


Cinnabar Island & Viridian City Redux


To Route 21
Pokémon Mansion
Gym
Pokémon Laboratory
Pokémon Center
Mart
To Seafoam Islands

Shop Items

Ultra Ball:	₽1200
Great Ball:	₽600
Hyper Potion:	₽1200
Revive:	₽1500
Full Heal:	₽600
Escape Rope:	₽550
Max Repel:	₽700



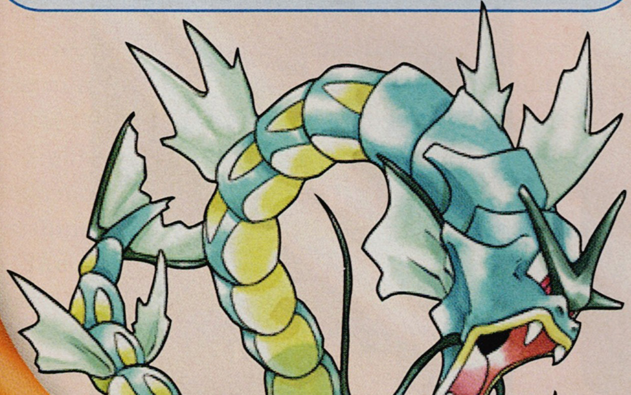
Catch 'Em All!

Gyarados:**	**Common**
Horsea*:	**Common**
Magikarp*:	**Common**
Psyduck:**	**Common** **(*FireRed* Only)**
Slowpoke:**	**Common** **(*LeafGreen* Only)**
Staryu:**	**Common** **(*LeafGreen* Only)**

**Good Rod Required*
***Super Rod Required*

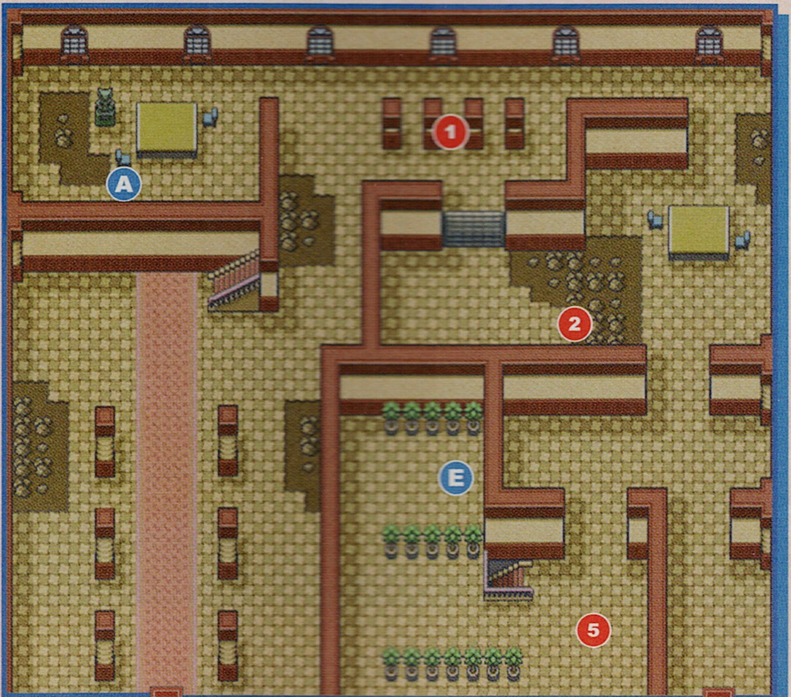
Event 1

The first stop on Cinnabar Island, assuming you have a fossil (and you should!), is the Pokémon Laboratory. Inside, you can have the technicians revive any and all fossils you find from this point forward. You can also find a Move Tutor and a few people looking to trade Pokémon.

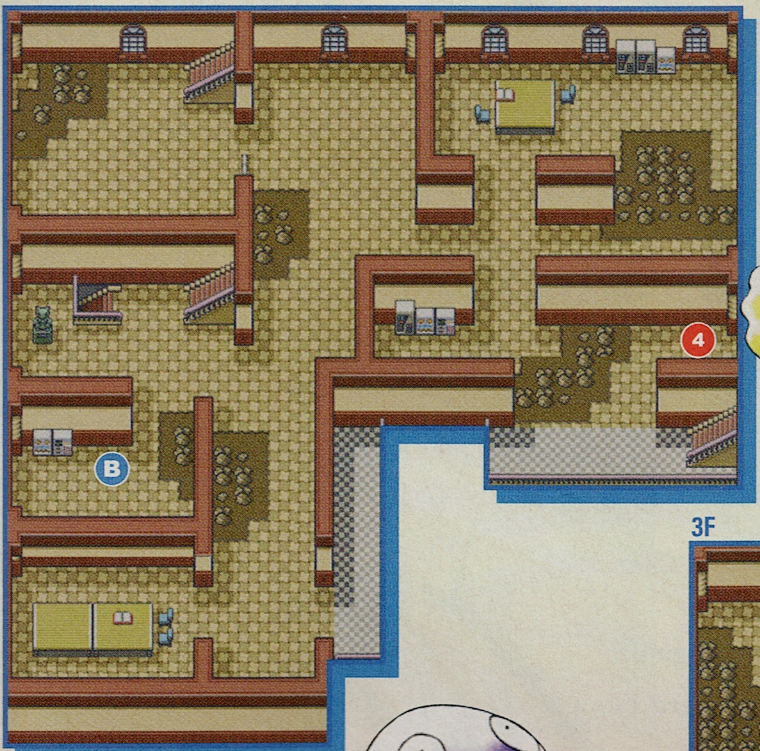


Pokémon Mansion

1F

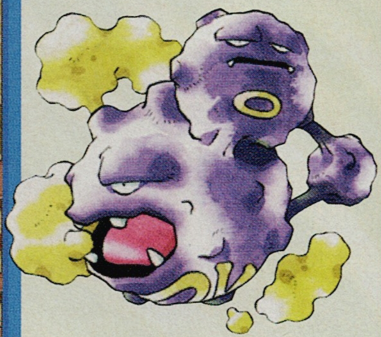


2F

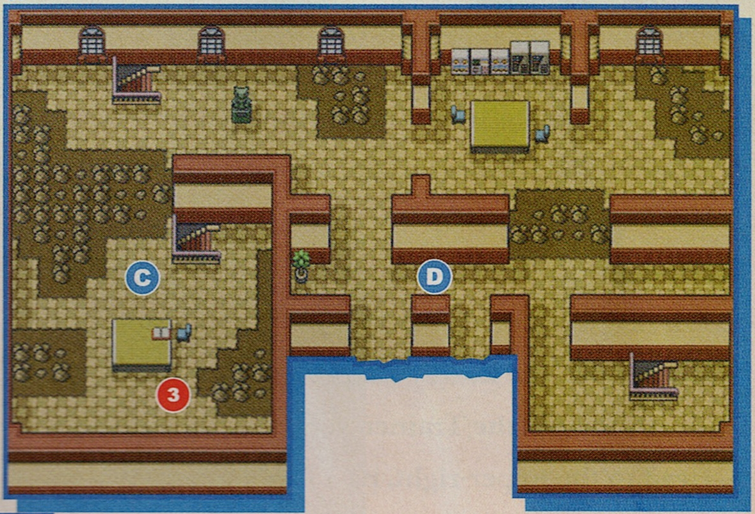


Items

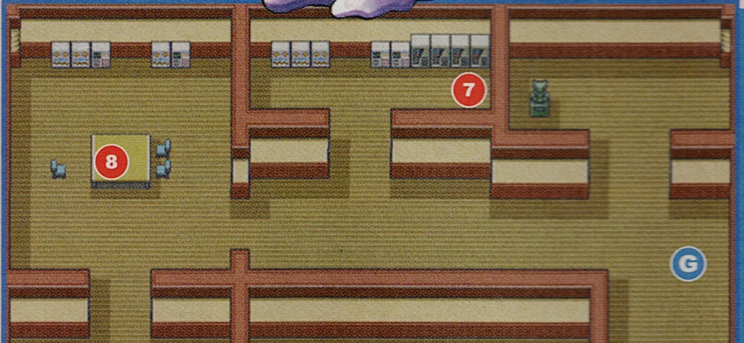
① Escape Rope
② Protein
③ Full Heal
④ HP Up
⑤ Carbos
⑥ Full Restore
⑦ TM14 Blizzrd
⑧ Secret Key
⑨ TM22 Solarbeam



3F



1B



Catch 'Em All!

Ditto:	**Common**
Grimer:	**Common**
Growlithe:	**Rare** **(*FireRed* Only)**
Koffing:	**Common**
Rattata:	**Common**
Raticate:	**Common**
Vulpix:	**Common** **(*LeafGreen* Only)**
Weezing:	**Rare** **(*FireRed* Only)**

Trainers

Ⓐ Ekans LV33; Ekans LV33; Raticate LV34
Ⓑ Charmander LV34; Charizard LV34
Ⓒ Ninetales LV38
Ⓓ Magnemite LV33; Magneton LV33; Voltorb LV33
Ⓔ Electrode LV29; Weezing LV29
Ⓕ Growlithe LV34; Ponyta LV34
Ⓖ Magnemite LV34; Electrode LV34

To make your way through the Pokémon Mansion, follow this "Cheat Sheet."

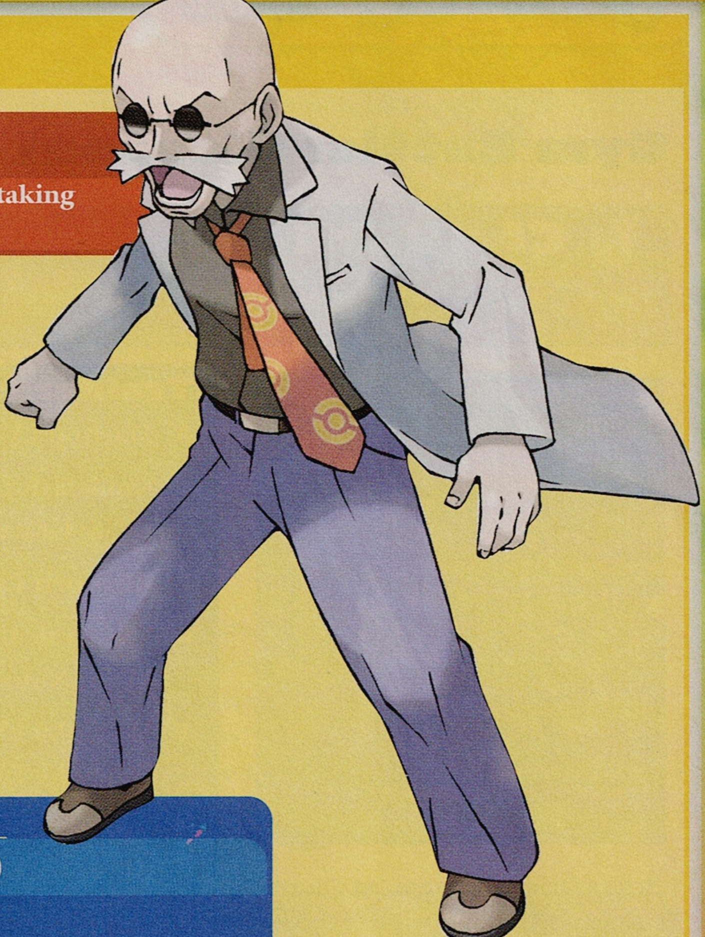
1. **Head for the staircase due north of the entrance and go up.**
2. **Head up the staircase in the upper-left corner to the 3rd Floor.**
3. **Head over to and flip the nearby switch.**
4. **Head down the nearest path leading south toward the Trainer (Ⓓ).**
5. **Fall off the left ledge to 1F and the Trainer (Ⓔ) below.**
6. **Head down the nearby stairs to 1B.**
7. **Go left toward the Trainer (Ⓕ) and flip the nearby switch.**
8. **Head to the upper-right, pass the Trainer (Ⓖ), and flip the northern switch.**
9. **Head west till you run into a table holding the Secret Key (⑧).**
10. **Retrace your steps (hit the switch to the northeast and near the other Trainer (Ⓕ)), then head up the stairs.**
11. **Advance around the bend and out the door–you're done!**

NOTE

This route does not take into account all Trainers and Items you could encounter, and only offers the most direct route from the beginning of Pokémon Mansion to the exit. Take down all Trainers and collect any desirable Items along the way.

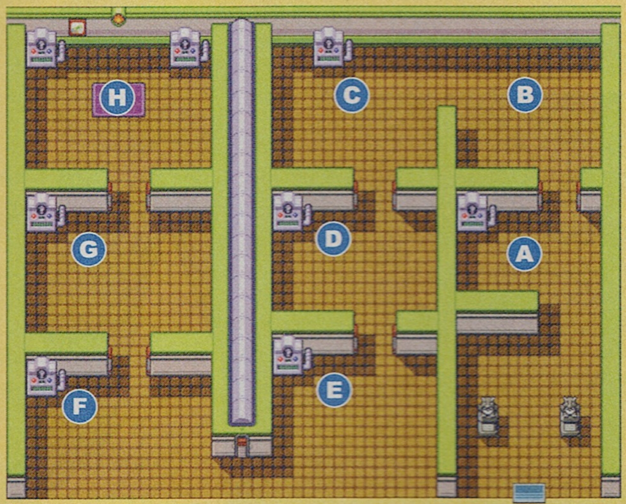
After clearing Pokémon Mansion, you possess the key to access the Cinnabar Island Gym and can challenge its leader, Blaine!

Gym Battle: Blaine



CAUTION

Your Pokémon should be at least Level 40 or more before taking on Blaine (Ⓗ).



Trainers

Ⓐ Vulpix LV36; Ninetales LV36; Growlithe LV36 (YES)

Ⓑ Vulpix LV36; Vulpix LV36; Ninetales LV36

Ⓒ Vulpix LV34; Ponyta LV34; Charmander LV34; Growlithe LV34 (NO)

Ⓓ Ponyta LV41 (NO)

Ⓔ Rapidash LV41 (NO)

Ⓕ Growlithe LV37; Vulpix LV37 (YES)

Ⓖ Growlithe LV37; Vulpix LV37 (NO)

Ⓗ Growlithe LV42; Ponyta LV40; Arcanine LV47; Rapidash LV41 (Blaine)

This Gym's puzzle requires that you answer the questions correctly at the various terminals positioned at each sealed doorway. We've provided the answers with the corresponding Trainer in the preceding list for ease of use. You can still fight the Trainers, and that also unlocks the doors. But if you answer incorrectly, you have to fight the Trainer.

Blaine's (Ⓗ) a Fire-wielder, which means that if you started out with Squirtle, you're going to easily hose him. For everyone else, get a good Water-type Pokémon out front to rain on Blaine's parade.

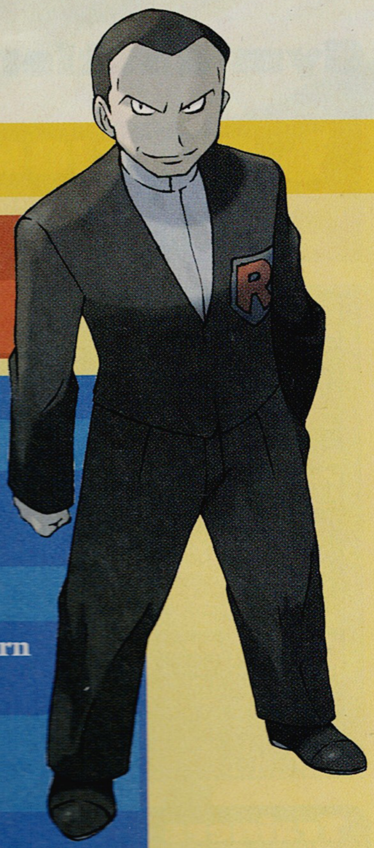
Be wary of some of his offensive attacks; Blaine's Pokémon use Fire Blast, which is a nasty attack that totals weaker Pokémon. Do not bring Grass-types to this party because Blaine's boys will incinerate them.

After dousing Blaine's Fire and quenching your ambition, he coughs up the Volcano Badge and TM38 Fire Blast (that gives you the same attack with which he was attempting to beat down your Pokémon). With that bit taken care of, you have options:

1. **After exiting the Gym, Bill greets you and asks if you'd like to visit Island One with him. This is an optional quest and is not necessary to beat the game. If you go, you won't be coming back for a while.**
2. **Head to Viridian City to finish this badge-collecting business by earning the last one at the now-available Viridian City Gym.**

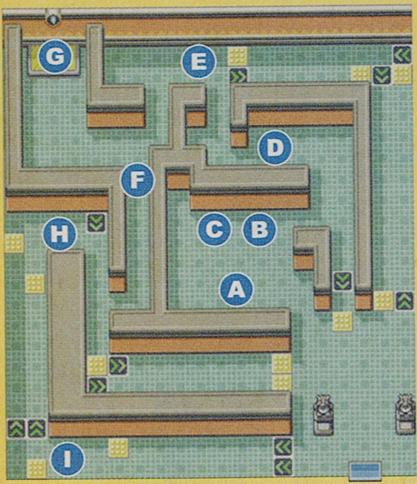
We're going to Viridian City, so get out your Flying-type and let's fly there!

Gym Battle: Giovanni



CAUTION

Your Pokémon should be at least Level 45 or more before taking on Giovanni (Ⓖ).



Trainers

Ⓐ Machop LV40; Machoke LV40

Ⓑ Sandslash LV38; Graveler LV38; Onix LV38; Graveler LV38; Marowak LV38

Ⓒ Rhyhorn LV43

Ⓓ Marowak LV37; Marowak LV37; Rhyhorn LV38; Nidoqueen LV39

Ⓔ Machoke LV38; Machop LV38; Machoke LV38

Ⓕ Sandslash LV38; Sandslash LV37; Rhyhorn LV38; Nidorino LV39; Nidoking LV39

Ⓖ Dugtrio LV42; Rhyhorn LV45; Nidoqueen LV44; Nidoking LV54; Rhyhorn LV50 (Giovanni)

Ⓗ Arbok LV39; Tauros LV39

Ⓘ Machoke LV43

Before facing Giovanni, you must maneuver through some of those rotating tiles from earlier in the game. It's easy.

1. **Move past the first three Trainers (Ⓐ, Ⓑ, and Ⓒ) and up to fight Trainer Ⓓ.**
2. **Go left and fight Trainer Ⓔ. With him out of the way, return to the entrance.**
3. **Take the transporter on the right, spin upward, then to the left.**
4. **Walk past Trainer Ⓔ and right into Giovanni (Ⓖ)!**

This is it: Battle for the final Badge before the path to the Pokémon League, and the final challenge will open for you—you just have to beat Giovanni one last time to do it.

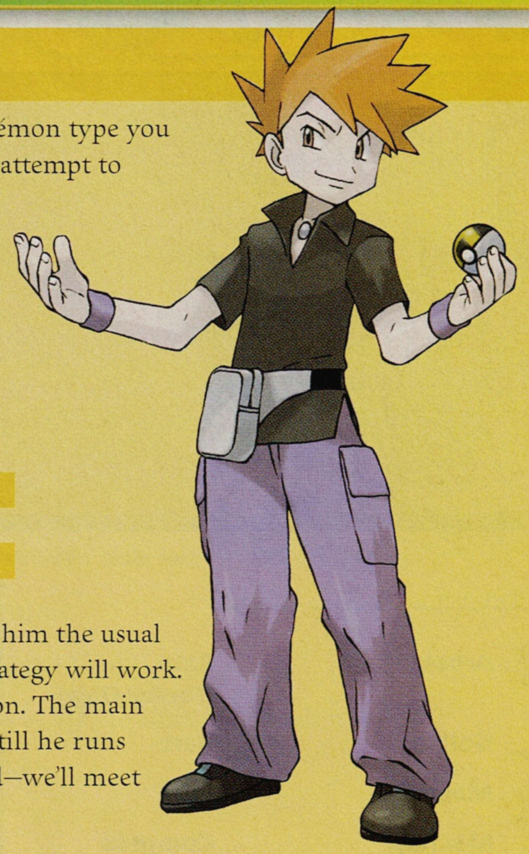
He comes with Ground- and Poison-types, so counter with Water-, Ice-, and Psychic-types. Otherwise, you must be really leveled up to use other types.

You should be able to mow down most of his guys with little effort (as long as you've leveled sufficiently): The double Rhyhorn are easy, as is Dugtrio (especially against a Flying-type). That leaves the pair of Nidoran to deal with it. They're the biggest headaches of this bunch, but with juiced attacks, they go down in time.

With Giovanni out of the way, you lay claim to the Earth Badge and TM26 Earthquake. With these in hand, it's time to head west onto Route 22 and the Pokémon League!

First, make sure you're healed and loaded up on Items....

Rival Battle



Time for another battle with your erstwhile Rival. Depending on the Pokémon type you selected at Professor Oak's, your Rival's party varies in composition (in an attempt to overpower your main type):

Everybody Fights:

Pigeot:	LV47
Alakazam:	LV47
Rhyhorn:	LV45

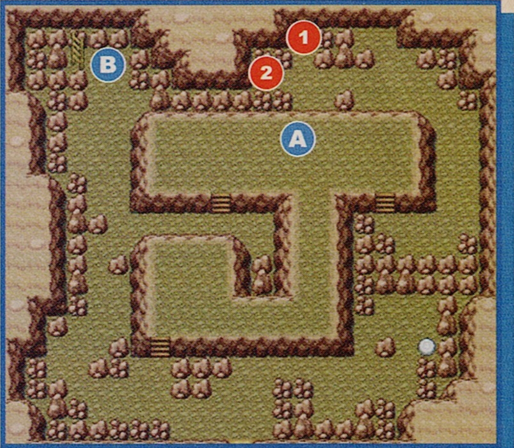
And if you picked....

Bulbasaur:	add Growlithe, LV45; Charizard LV53; Gyarados LV45
Squirtle:	add Exeggcute LV45; Ivysaur LV53; Growlithe LV45
Charmander:	add Wartortle LV40; Exeggcute LV38; Blastoise LV53

After traipsing across Route 22, your Rival appears once more. He has with him the usual suspects, and as long as you've been leveling up along the way, the usual strategy will work.

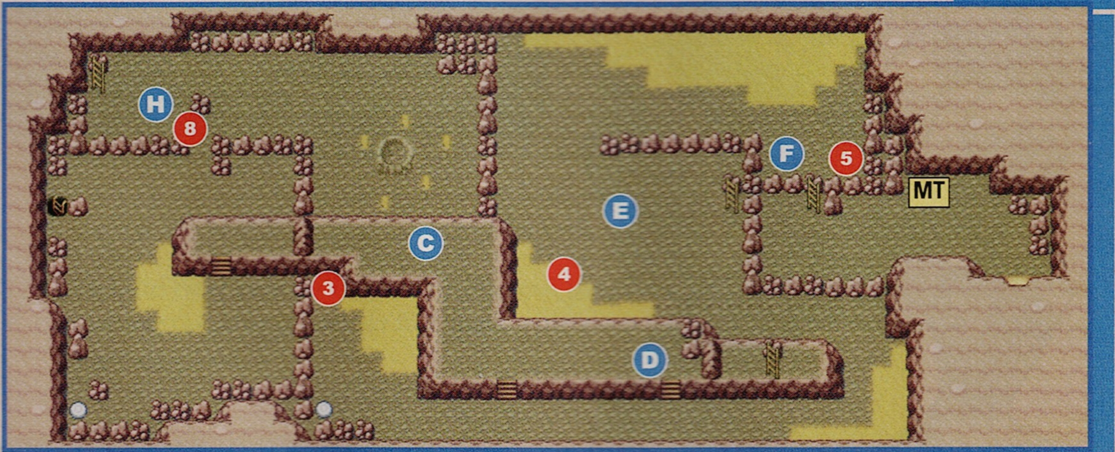
A strong Electric-type is helpful here against a wide array of his Pokémon. The main trouble comes from his starters, who are now at Level 53! Hammer away till he runs away. Go to town, heal, and it's through the gates leading to Victory Road—we'll meet you there!

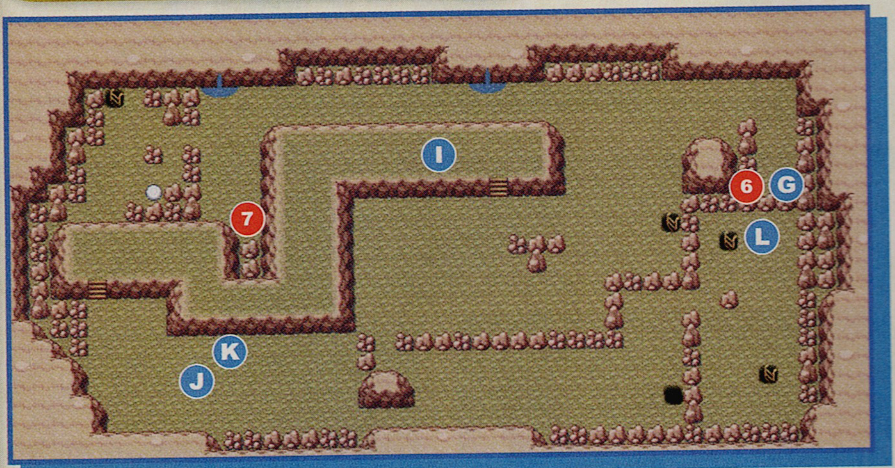
Victory Road



NOTE

There are no Events in Victory Road. Follow the "Cheat Sheet" for the fastest route through, then it's on to the Elite Four and the final battle!





Trainers

Ⓐ Persian LV42; Ponyta LV42; Rapidash LV42; Vulpix LV42; Ninetales LV42

Ⓑ Raticate LV42; Ivysaur LV42; Wartortle LV42; Charmeleon LV42; Charizard LV42

Ⓒ Machoke LV43; Machop LV43; Machoke LV43

Ⓓ Drowzee LV41; Hypno LV41; Kadabra LV41; Kadabra LV41

Ⓔ Persian LV44; Golduck LV44

Ⓕ Mr. Mime LV48

Ⓖ Exeggutor LV42; Sandslash LV42; Cloyster LV42; Electrode LV42; Arcanine LV42

Ⓗ Charmeleon LV40; Lapras LV40; Lickitung LV40

Ⓘ Clefairy LV42; Jigglypuff LV42; Chansey LV42

Ⓙ Kindler LV41; Poliwhirl LV42; Tentacruel LV42; Seadra LV42; Blastoise LV43

Ⓚ Bellsprout LV42; Weepinbell LV42; Victreebel LV42; Parasect LV42; Paras LV42

Ⓛ Nidoqueen LV45; Nidoking LV45 (team battle)

Catch 'Em All!

Arbok:	**Rare** (***FireRed* Only**)
Golbat:	**Rare**
Machoke:	**Rare**
Machop:	**Common**
Mankey:	**Common**
Onix:	**Common**
Primeape:	**Rare**
Sandslash:	**Rare** (***LeafGreen* Only**)

Items

① TM02 Dragon Claw

② Rare Candy

③ TM37 Sandstrom

④ Full Heal

⑤ TM07 Hail

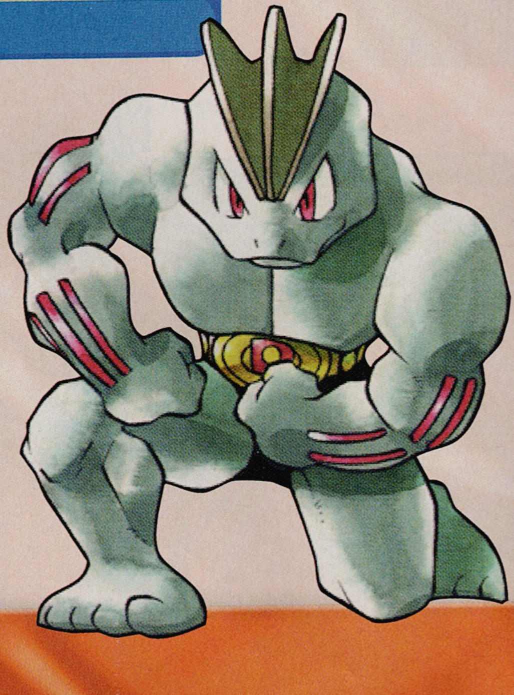
⑥ Max Revive

⑦ TM50 Overheat

⑧ Guard Spec.

Other Points of Interest

MT = Move Tutor



To make your way through Victory Road, follow this "Cheat Sheet."

1. **Head to the left and push the boulder over till it covers the switch on the far right.**
2. **Head to the ladder in the back left near Trainer Ⓑ.**
3. **Now head south and push the boulder onto the switch in the lower left.**
4. **Head up the nearby steps and work your way past the Trainer (Ⓒ) and down the first set of steps.**
5. **Head east and follow the path as it twists north till you see the ladder near a Trainer (Ⓔ).**
6. **Head up the ladder and take the nearby stone (to the north) and roll it west to cover the switch on the far side of the cavern near Item ⑦.**
7. **Backtrack and climb up the steps and make your way past the Trainer (Ⓘ) till you hit another set of steps.**
8. **Moving east, you pass another pair of Trainers (Ⓙ and Ⓚ) till you reach a hole with a rock in front of it.**
9. **Push the rock in the hole, then jump in after it to drop to the floor below.**
10. **Now push that rock, too, covering the switch directly to the left near the Item (③).**
11. **After that, climb up the second set of steps and move past the Trainer (Ⓓ) to climb the ladder.**
12. **Move past a team of Trainers (Ⓛ) and descend the ladder to their left.**
13. **Heading east, go past the Move Tutor (MT) and exit Victory Road!**

Upon busting out into the sunshine once more, turn due north and move on to the Indigo Plateau. Head into the building and get ready for the final fight....

The Elite Four

This is it: the end of the road and time to take on the last four Trainers. Load up on Full Restores, Full Heals, Revives, etc., because you'll need every one of them.

Shop Items

Ultra Ball:	₽1200
Great Ball:	₽600
Full Restore:	₽3000
Max Potion:	₽2500
Revive:	₽1500
Full Heal:	₽600
Max Repel:	₽700

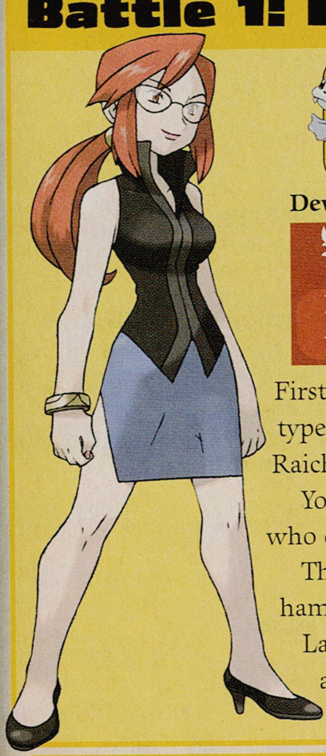
CAUTION

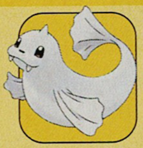
After you battle the Elite Four, there is no going back. You cannot back out for Items, Healing, or any other mission. If you have things to do, you can use Fly to take care of them, but be ready to face the four toughest challenges (plus one) that you've handled to date.

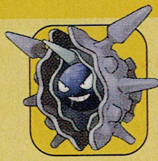
TIP

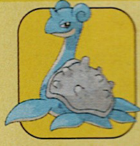
The Elite Four rely on Hyper Potions and the like. If you are frequently whittling them down to red, then watching them heal back to full, start with a weaker attack. Then, when they hit yellow, hammer them with your best move.

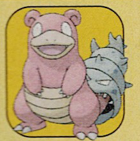
Battle 1: Lorelei

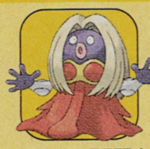



Dewgong: LV64


Cloyster: LV51


Lapras: LV54


Slowbro: LV52


Jynx: LV54

CAUTION

If you use Fire attacks against Lorelei, she makes your life unbearable and the fight un-winnable, so stay away from them!

First up is Lorelei—she relies on Ice-type Pokémon with a smattering of Water-types mixed into their types. You need a good Electric-type to make this battle go smoothly, so hopefully you have a high-level Raichu, or maybe you picked up Zapdos.

You can destroy Cloyster right off the bat, so get in there and smoke it—the same goes for Dewgong, who doesn't put up much of a fight, either.

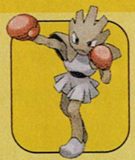
The Pokémon you really have to worry about is Jynx—it uses its powers to put you to sleep or hammers you with an Ice Punch. Keep that Poké Flute or Awaken handy to deal with its shenanigans.

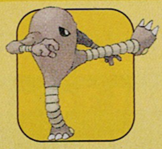
Lapras is a pain because it's very resilient to everything but Electric-type attacks. So keep drumming away at its thick hide until it gives up the ghost. Slowbro operates in much the same fashion, though it uses mainly Status attacks to rain on your parade.

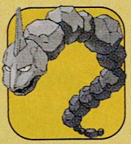
TIP

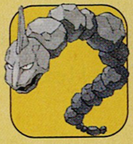
After each Battle, be sure to stop and Heal, Revive, and recover PPs so your best attacks are fully charged for each round.

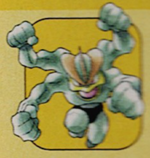
Battle 2: Bruno


Hitmonchan: LV53


Hitmonlee: LV53


Onyx: LV51


Onyx: LV54


Machamp: LV56

Bruno digs into his barrel of Pokémon and comes up with Rock and Fighting types of various stripes. Unlike Lorelei, Bruno doesn't act vengefully against any particular type of attack.

The low-level Onyx is easily destroyed by a Water- or Grass-type attack of nearly any magnitude. You've probably even fought an Onyx this "powerful" in the field, so thrash this fool and get on with it.

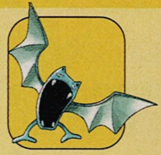
The real problems start when you tangle with the Hitmonchan and Hitmonlee. They both have very high defense and they both hit hard. Lay into them with a Psychic-type Pokémon, if you have one. Otherwise, keep healing and reviving until they go down.

Bruno's second Onyx can be a nightmare if you're in bad shape when it shows up. It uses Earthquake on your Pokémon, and the attack is utterly devastating. The Onyx is also shockingly fast and has a nasty habit of getting in the first hit, thereby ruining your day.

Bringing up the rear is Machamp, which proves not to be terribly difficult. You just need to get in the first few blows with a stronger Pokémon (Psychic-type especially) to send it packing.

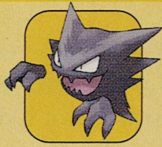
Battle 3: Agatha

Gengar: LV54



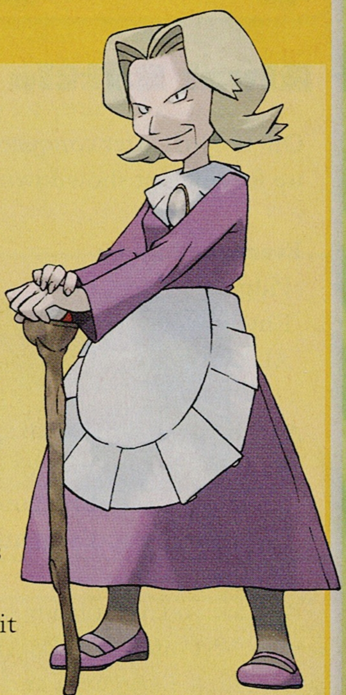
Golbat: LV54

Arbok: LV56



Haunter: LV53

Gengar: LV58



The third member of the Elite Four, Agatha, uses Ghost-types with a smattering of Poison thrown in for good measure.

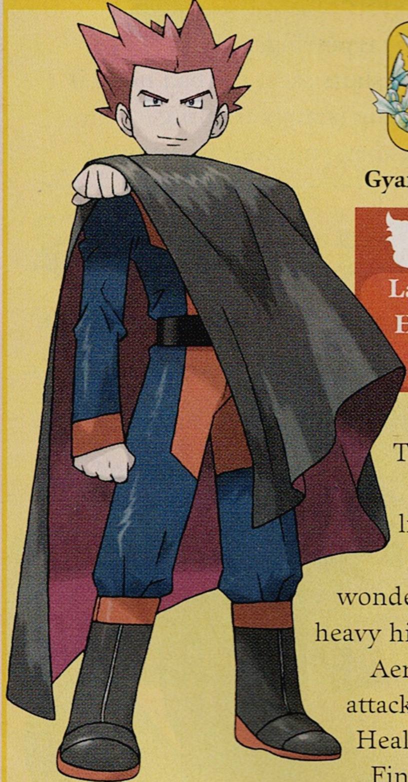
She holds two Gengars: The first one you face increases its evasiveness while poisoning you. Get in there and hit it with Electric- or Psychic-type attacks to take it down.

Golbat is, well, Golbat. This should be child's play—a well-placed Electric-type attack pretty much wipes it out in one bolt.

Arbok is annoying. Its Sludge Bomb attack is incredibly poisonous and takes off a tremendous amount of health each round it's in effect. Your best bet is to get a Pokémon that's immune to Poison out there for the duration of that fight.

Next up is Haunter, who doesn't put up too much of a fight as long as you get in first and hit hard. The same goes for the second Gengar, thankfully. All of that's a good thing, too, because you're about to face the final member of the Elite Four.

Battle 4: Lance



Gyarados: LV56

Dragonair: LV54

Aerodactyl: LV58

Dragonair: LV54

Dragonite: LV60

CAUTION

Lance's Pokémon make heavy use of Hyper Beam, an utterly devastating attack. However, after it is used, his Pokémon must rest for a turn, so use that to your advantage if you have the misfortune of being hit by Hyper Beam.

Lance is the final step on your quest to vanquish the Elite Four and become the greatest Trainer on all of Kanto—can you do it?

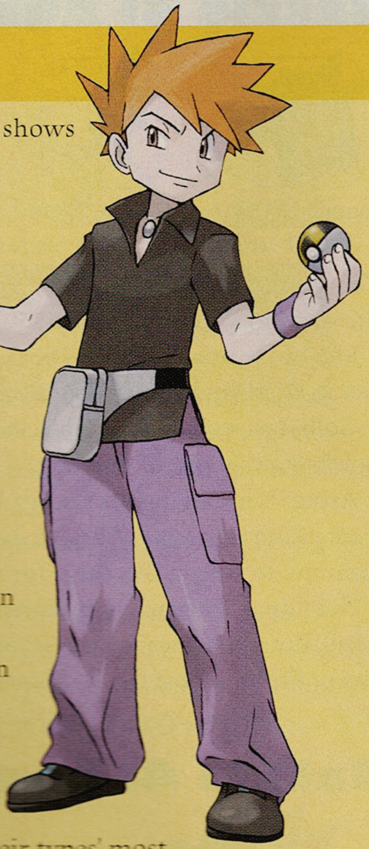
First up we have a standard Gyarados. By now you know that Water Pokémon don't like Electric-types, so get your best Electric-type in there and blow it away.

Next up is a pair of Dragonair. Using Electric on them, too, works wonders (it's not as wonderful as Gyarados, but it gets the job done). Once they're down, you move on to the really heavy hitters.

Aerodactyl is a tough customer. It's Electric-type attacks again this time, though Water-type attacks work too. Aerodactyl is very fast, getting in plenty of attacks quickly, so keep your Heals, etc., constantly at the ready.

Finally, we come to Dragonite (Level 60). His special weakness is Ice. If you don't have that type, stick with Electric and be prepared to heal...a lot. You can also hope for him to use Outrage, then become Confused, and injure himself. This is a very tough fight, so keep dishing it out as best you can and the battle is yours...or is it?

Rival Battle



Oh, no! Just after conquering the Elite Four and with victory in your grasp, your Rival shows up for one last showdown! Could his timing be any better? Not likely....

Everyone Fights:

Pidgeot:	LV59
Rhydon:	LV59
Alakazam:	LV57

And if you started with....

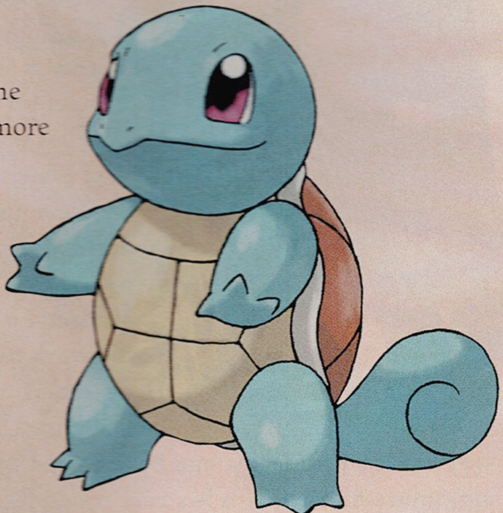
Bulbasaur:	Arcanine LV59; Gyarados LV61; Charizard LV53
Squirtle:	Exeggutor LV59; Arcanine LV61; Venusaur LV53
Charmander:	Exeggutor LV59; Arcanine LV61; Blastoise LV53

By now you're probably badly depleted and desperately need to heal, but it's probably in your best interest to knock out at least the initial foe or two: That means Pidgeot, Gyarados, Exeggutor, and Rhydon. Electric-type attacks destroy Gyarados and Pidgeot in fairly short order, so get in there and fry them. Toss some Grass- or Water-types at the other pair, then get on with the rest of the show. When Arcanine shows up, it's Water-type attacks all the way to douse its destructive ambitions. (Make sure that Venusaur is out of sight when it shows up!)

The big problem comes from your Rival's starter Pokémon. They all have access to their types' most powerful attack: Hydro Pump, Solarbeam, Fire Blast. The good news is they only get five shots each; the bad news is they each do an incredible amount of damage. However, if you can survive a war of attrition (simply rotating Pokémon in and out and healing/reviving as you go), they're easy to take down. Barring that, you need to make do with what's on hand.

The End....

You've done it! You've sent your Rival home to lick his wounds and you're the greatest Trainer in the world. The credits roll and...what's this? There's still more to do? Oh yes....



Now What?

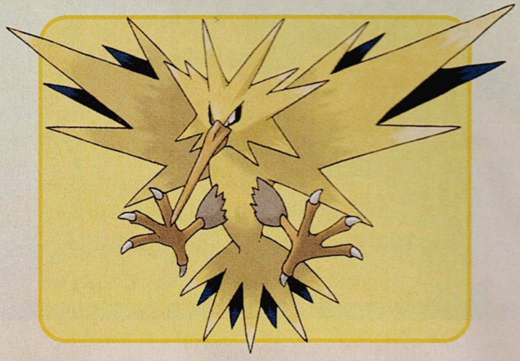
After beating the Elite Four and restarting your game, you'll need to go and catch 60 Pokémon for your Pokédex so that Professor Oak will give you the National Pokédex. Once that's done, it's time to disembark from Vermillion City to One Island.

Legendary Pokémon

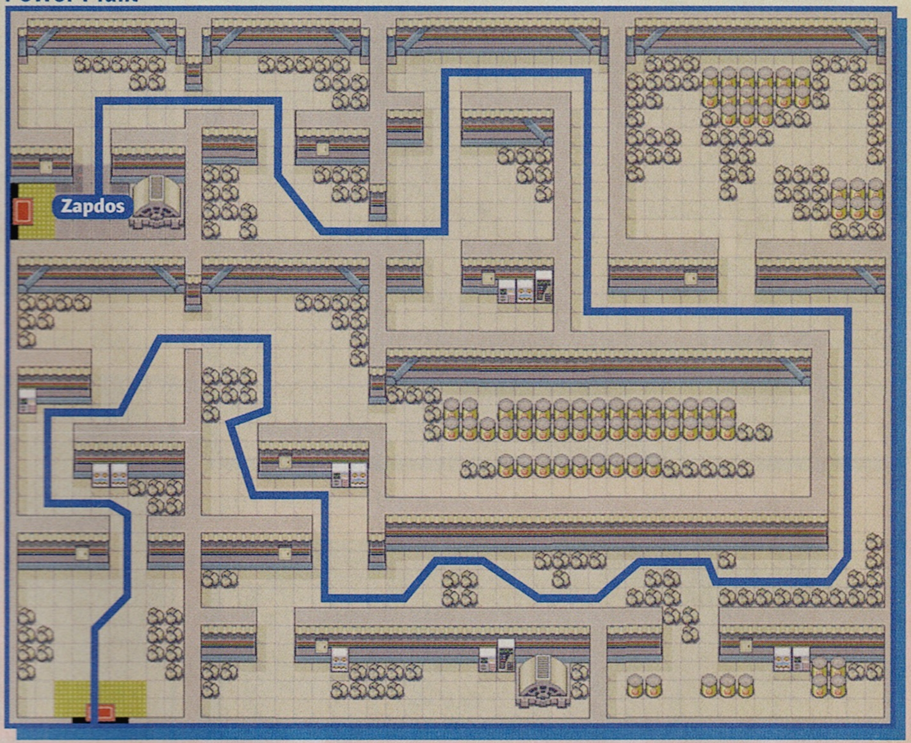
NOTE

The following series of quests are optional and not required to beat the game. However, if you want the Legendary Pokémon, you have to do them.

Zapdos



Power Plant



Catch 'Em All!

Electabuzz:	**Rare** **(*FireRed* Only)**
Magnemite:	**Common**
Magneton:	**Common**
Pikachu:	**Rare**
Voltorb:	**Common**

Items to Have On Hand

As many Ultra Balls as you can carry/afford

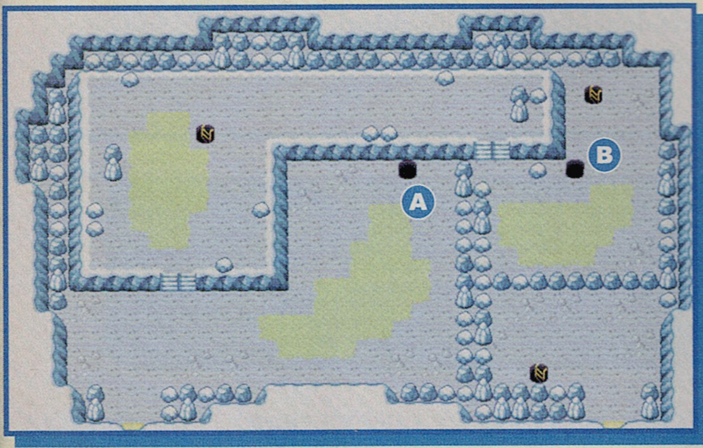
High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.

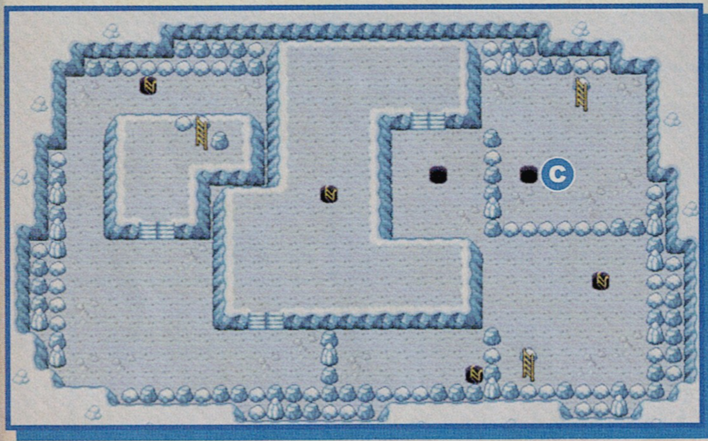
Zapdos is the easiest of the Legendary Pokémon to obtain. After you gain the Surf ability, return to the Pokémon Center on Route 10 (near Rock Tunnel) and Surf along the small river that runs right by the Center. Once inside, follow the route outlined on the map. It takes you right to Zapdos.

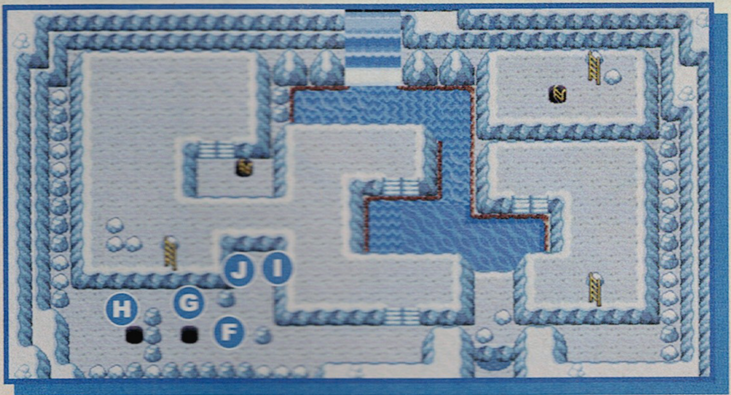
Catching Zapdos is trying, as you must reduce its health to red, then keep chucking Ultra Balls till it's bagged—bear in mind that it takes luck to catch Zapdos, so don't get frustrated if this takes multiple attempts. Also be aware that because it's an Electric-type, it's more susceptible to Rock- and Ice-types.

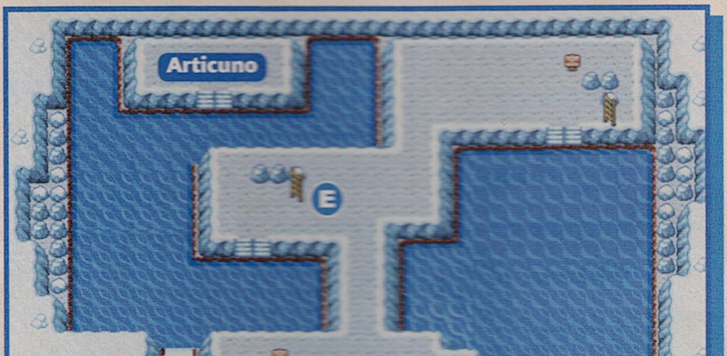
With Zapdos in hand, head out the left door to return to Route 10.

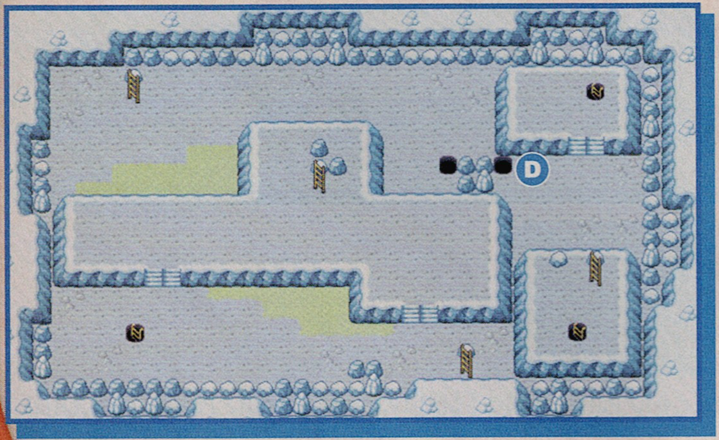
Articuno





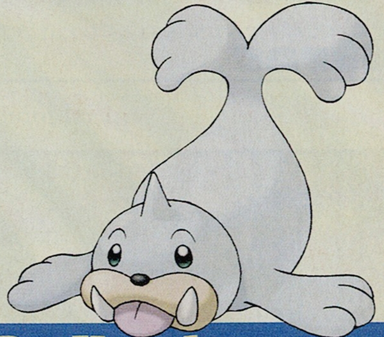






Catch 'Em All!

Golbat:	**Rare**
Golduck:	**Rare** **(*FireRed* Only)**
Psyduck:	**Common** **(*FireRed* Only)**
Seel:	**Common**
Shellder:	**Common** **(*FireRed* Only)**
Slowbro:	**Rare** **(*LeafGreen* Only)**
Slowpoke:	**Common** **(*LeafGreen* Only)**
Zubat:	**Common**



Items to Have On Hand

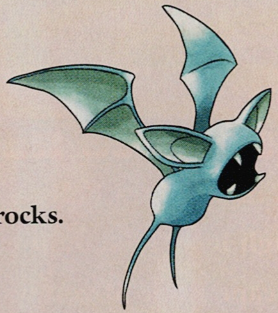
- As many Ultra Balls as you can carry/afford
- High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.
- Escape Rope (to make a quick exit after catching Articuno)
- High-level Pokémon with Surf, Strength, and Status attacks such as Paralyze, Sleep, etc.

Advance across Route 19 (south of Fuchsia) to reach the Seafoam Islands. Once there, head into the first cave you spot.

Capturing Articuno requires more work than bagging Zapdos (if you did that first). The main issue is navigating the maze-like levels, pushing various stones into holes, and redirecting the water flow so you can reach the Legendary Pokémon that makes its home here.

Following this "Cheat Sheet," however, easily gets you there:

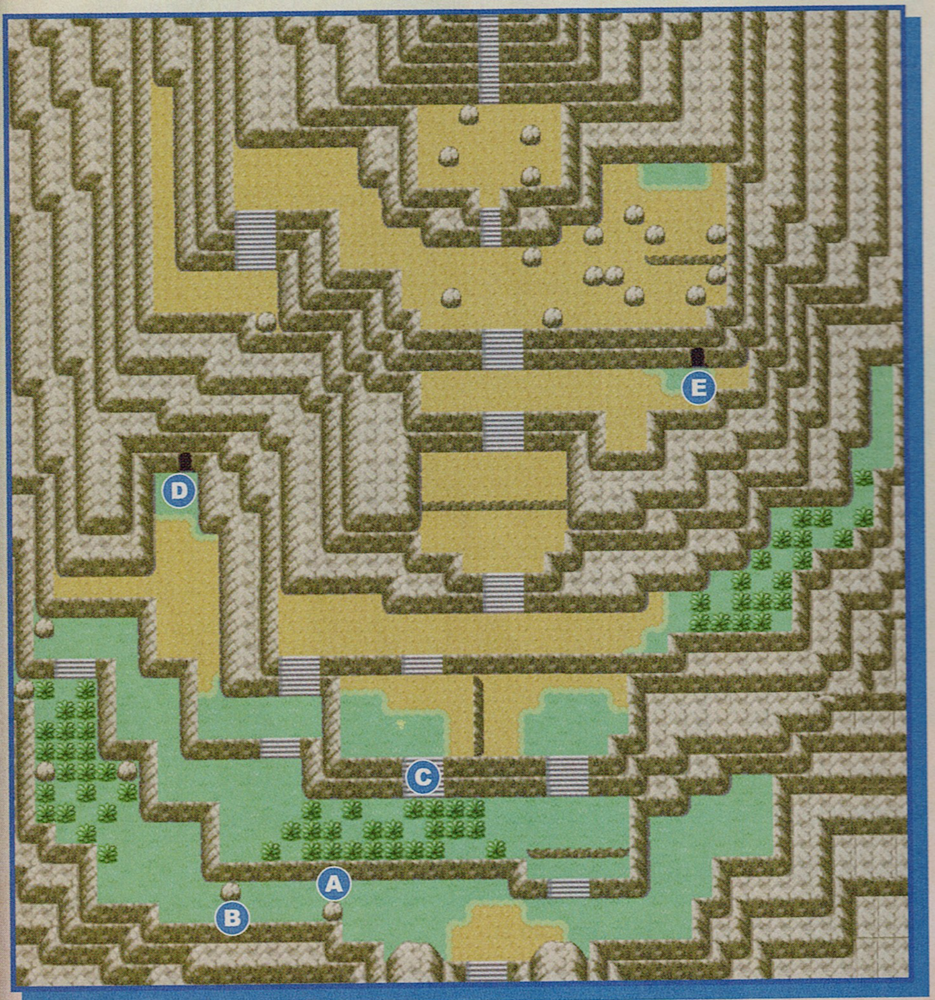
1. **Move to point Ⓐ and push the nearby rock into the hole (you only need to do this if you wish to continue to Cinnabar after getting Articuno). Follow that rock down to exit at Seafoam's opposite end; otherwise, continue to step 2.**
2. **Make your way to point Ⓑ, push the nearby rock into the hole, and fall in after it.**
3. **Push the same rock into the next hole at point Ⓒ and, again, fall in after it.**
4. **On the next level down, push the rock into the next hole at Ⓓ and clamber in after it.**
5. **You land in the water and Surf automatically kicks in. From here, Surf to the northern stairs, then make your way to the ladder at Ⓔ and climb up.**
6. **After ascending the ladder, travel to southeastern point Ⓕ, then west to find a series of rocks.**
7. **Maneuver rock Ⓖ left. From there, push rock Ⓗ into the hole below it.**
8. **With those two out of the way, move rock Ⓘ all the way up, then maneuver rock Ⓙ into the nearest hole by pushing it down once, then left twice, then once into the hole.**
9. **Drop in after the rock and Surf north to find Articuno chilling out on a slab of ice.**



When you reach Articuno, it's business as usual: Reduce its health as low as you can without beating it, then throw Ultra Balls till it's captured. As was the case with Zapdos, status effects are helpful. But generally, it takes luck.

After you bag Articuno, use an Escape Rope to exit or backtrack up and out of Seafoam via Route 19 or Route 20 (if you followed Step 1 to its conclusion).

Moltres



Catch 'Em All!

Golduck:	**Rare** **(*FireRed* Only)**
Psyduck:	**Common** **(*FireRed* Only)**
Seel:	**Common**
Shellder:	**Common** **(*FireRed* Only)**
Slowbro:	**Rare** **(*LeafGreen* Only)**
Slowpoke:	**Common** **(*LeafGreen* Only)**
Zubat:	**Common**

Items to Have On Hand

- As many Ultra Balls as you can carry/afford
- High-level Pokémon with Status attacks such as Paralyze, Sleep, etc.
- Escape Rope (if you want to make a quick exit after catching Moltres)
- High-level Pokémon with Strength and Status attacks such as Paralyze, Sleep, etc.

To find Moltres and his mountain aerie, you need to gain access to One Island (after you defeat Blaine, the Gym Leader of Cinnabar Island). If you visit One Island before beating the game, getting Moltres is still optional but recommended—especially if you lack a strong Fire-type.

When you reach One Island, you must travel north via Surf and enter the foothills by heading up the stairway.

Use this handy "Cheat Sheet" (and the maps) to reach Moltres:

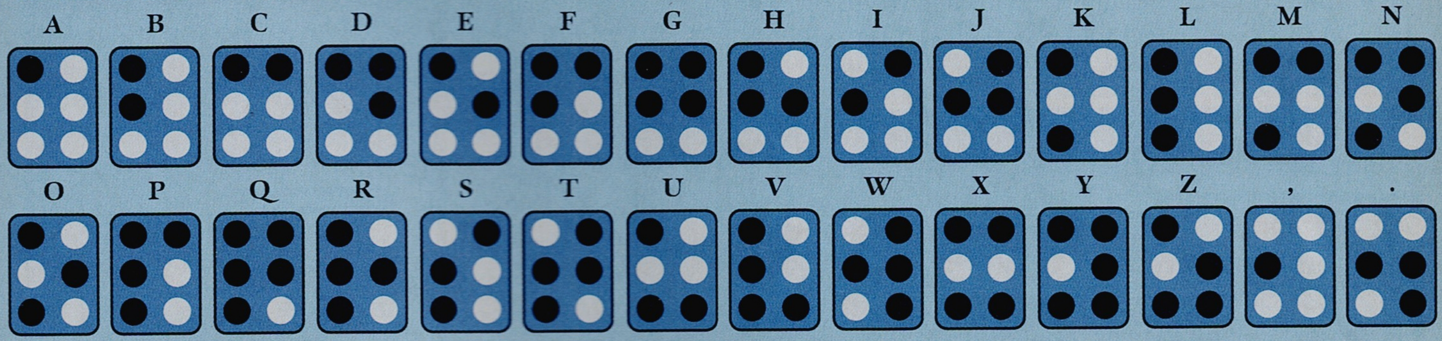
1. **Proceed left and push boulder Ⓐ all the way over.**
2. **Continue left and push boulder Ⓑ left.**
3. **Continue on, following the eastern path, then head up the first unblocked set of stairs (Ⓒ).**
4. **Continue up the next set of steps, then move left to the cave entrance (Ⓓ).**
5. **Go through the twisting cavern, fending off Geodude till you exit at Ⓔ.**
6. **Head left and up the steps and into Moltres's lair.**

At this point, you need to maneuver through a small puzzle:

1. **Push the right boulder up.**
2. **Push the left boulder left.**
3. **Move up and push the left boulder left.**
4. **Push the top boulder up.**
5. **Push that final boulder all the way right.**

Now you're face-to-beak with Moltres. As with its Legendary compatriots, whittle down Moltres to red, then shower it with Ultra Balls till it's snared. As with the others, Moltres is tough to nab, so stick with it till it's added to your burgeoning team.

Visual Braille



You may have discovered some odd stone tablets with some unusual, dot-like markings on them while meandering about the Islands. As it turns out, it's actually Braille. Here is a quick and easy translation guide so you can read exactly what the messages are saying. In just about every case, the Braille is a valuable tip or clue that will enable you to get that much further in the game. In fact, even if you're only using the guide as a Pokédex reference, it wouldn't hurt to keep this table handy in case you get stuck.

NOTE

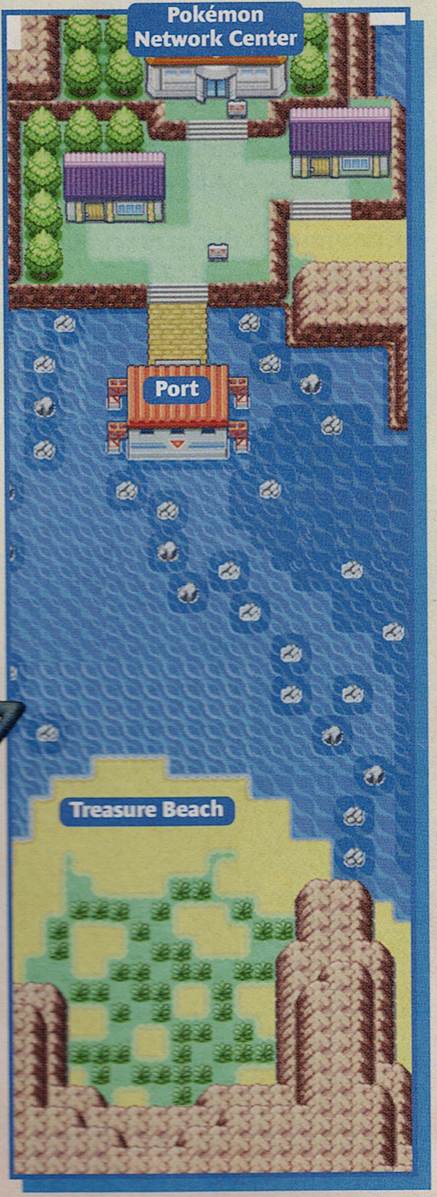
In most cases, the Braille messages are coded rather cryptically, so even after translating them, they may require some additional thought to 'translate' completely.

Sevii Islands

NOTE

You gain access to the Islands after defeating Blaine, the Gym Leader of Cinnabar Island. You can either head out with Bill at that moment, or meet up with him at the Cinnabar Pokémon Center later.

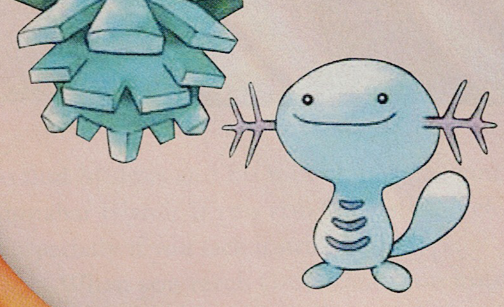
One Island



Back on One Island, speak to Celio in the Pokémon Center. He'll ask you to undertake a small errand for him. Remember those two Rockets hanging out in Moltres' lair to the north (assuming you did that quest *before* beating the game)? Now you'll want to zip up there once more and battle the two Rockets standing guard (see the Moltres section for the map and directions). With them out of the way, trek through the tunnels to the Ruby. Take that back to Celio and, suddenly, you're on to Four Island... and beyond!

Event 1

Upon arriving on One Island, Bill takes you to meet his friend Celio in the Pokémon Network Center (think of it as the megastore of *FireRed* and *LeafGreen*). It features a big computer that, when repaired, allows communication with other continents in the Pokémon world. After speaking with Bill and Celio, you are given an Item to take to the Game Center on Two Island.



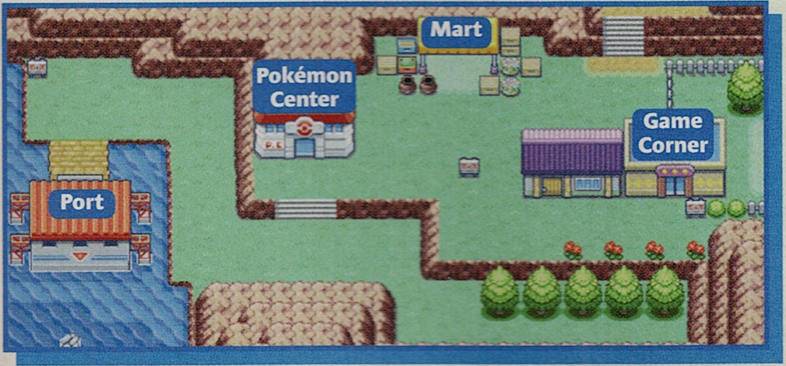
Event 2

Not so much an Event as a location, Treasure Beach, south of One Island, features sandy shores and a good place to use your Itemfinder to hunt for hidden Items.

Spoilers: Unfinished Business

To the north is the lair of Moltres, the Legendary Pokémon. If you haven't captured Moltres yet, refer to the guide's previous section and decide if it's something you want to complete now (you can always come back later).

Two Island



Event 1

When you arrive on Two Island, head to the Game Corner to complete your errand. Unfortunately, the fellow that runs the Game Corner has a problem: His daughter has been nabbed and it's up to you to rescue her from Three Island.

Event 2

Before rescuing her, however, note that the Move Tutor lives in the purple-roofed house. This fellow re-teaches the moves your Pokémon learned naturally the first time around—for a price! This is a good chance to undo any poor move choices made to this point.

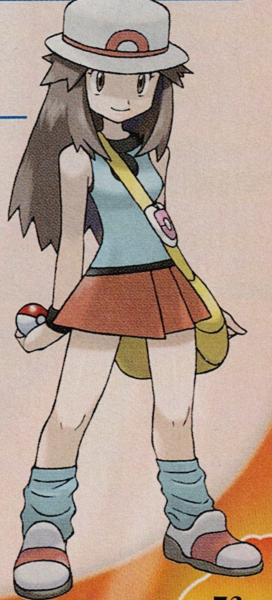
Event 3

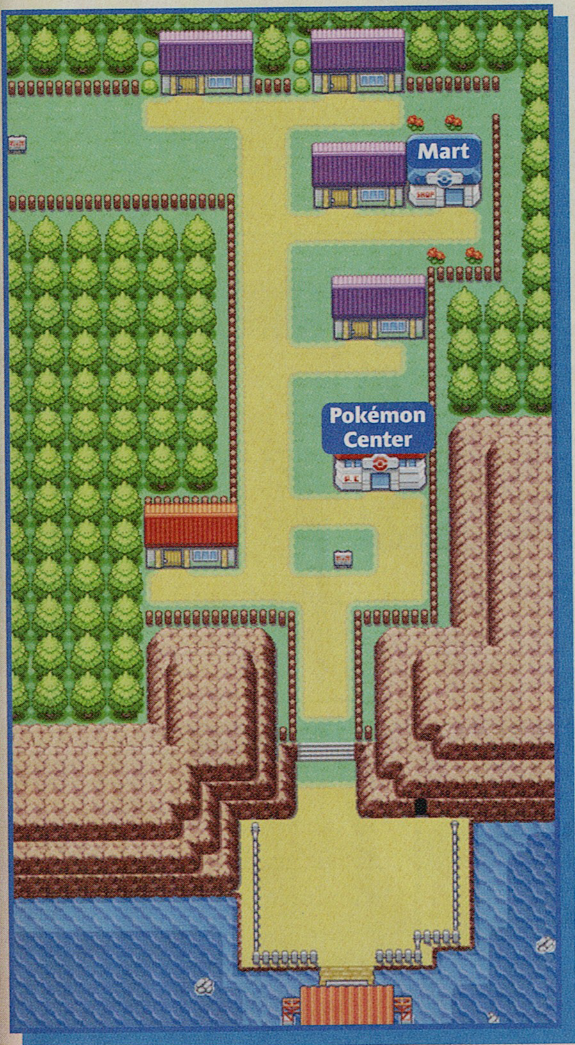
To the town's north is a small house. Inside is a Move Tutor who teaches your starter Pokémon a devastating attack. Make sure it's in the lead when you speak to her. You want this move.

Three Island

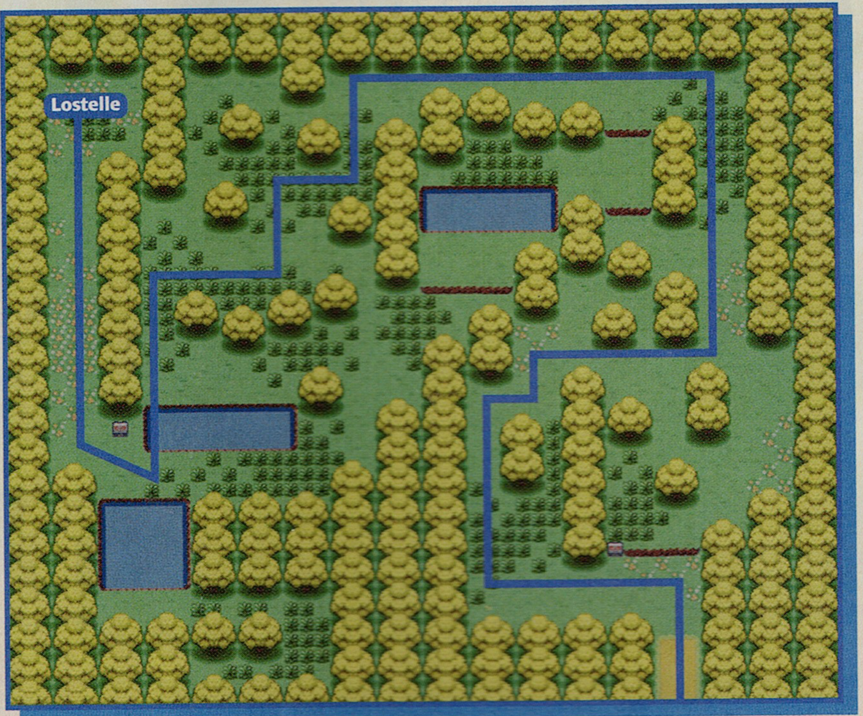
Event 1

On Three Island, head due north and tussle with a gang of miscreants tormenting the locals. After dealing with that, you gain access to the rest of the town (and speak to one of the tormented locals to get a nice surprise). Follow the path as it leads you to the Berry Forest entrance.

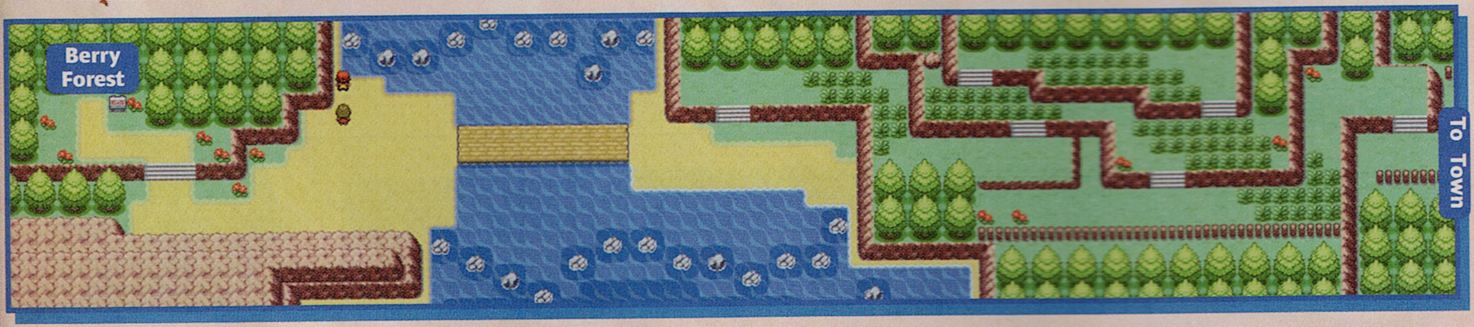


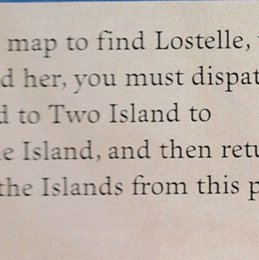

Mart
Pokémon Center

Berry Forest

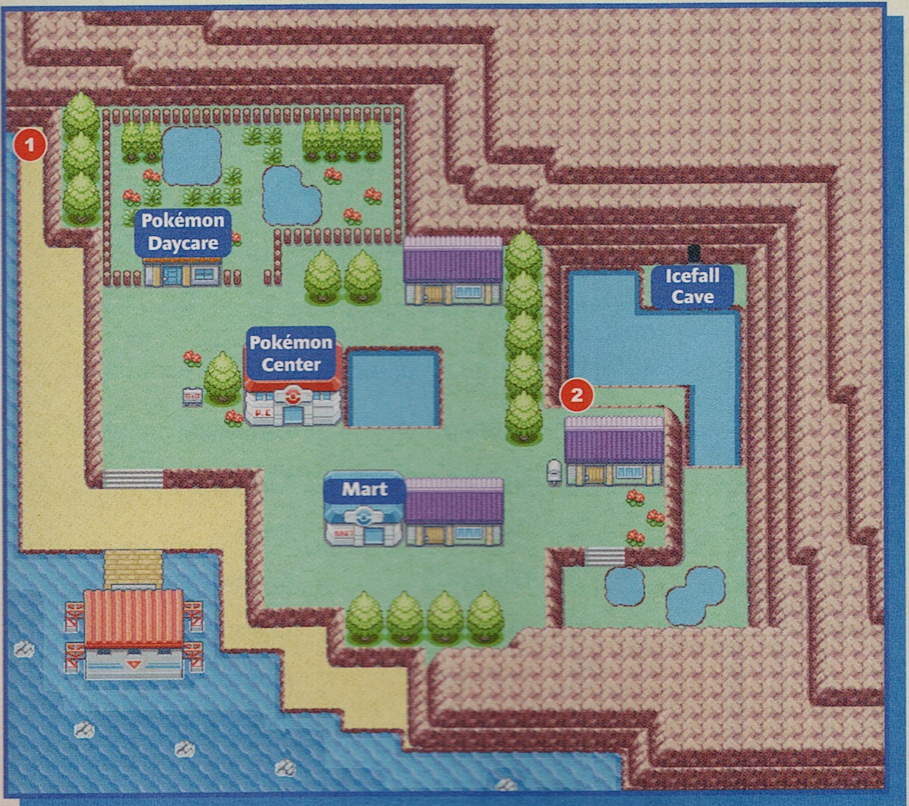


This is simple: Follow the trail noted on the map to find Lostelle, the Game Corner guy's daughter. When you find her, you must dispatch an easy Hypno (LV30), then you are whisked to Two Island to complete the errand. Now you can go to One Island, and then return to Cinnabar (you have permanent access to the Islands from this point forward via Vermilion City).


Berry Forest
To Town



Four Island



Catch 'Em All!

Goldeen*:	**Common**
Gyarados:**	**Rare**
Magikarp*:	**Common**
Poliwag*:	**Common**
Poliwhirl:**	**Rare**

**Good Rod Required*
***Super Rod Required*

Shop Items

Ultra Ball:	₽1200
Full Restore:	₽3000
Max Potion:	₽2500
Revive:	₽1500
Ice Heal:	₽250
Full Heal:	₽600
Escape Rope:	₽550
Max Repel:	₽700

Items

① Star Piece
② Stardust

Event 1

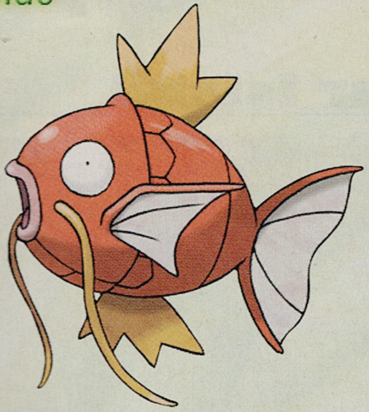
The only thing of note on Four Island itself (not counting Icefall Cave) is the Day Care center located in the building with the orange roof. Therein, you can drop off *two* Pokémon to be raised (one step equals 1 Exp). The bonus here, however, is that your Pokémon can potentially breed, scoring you an egg from which a new baby Pokémon will hatch. You'll have to give it time, though, so drop a pair off and come back later.

Event 2

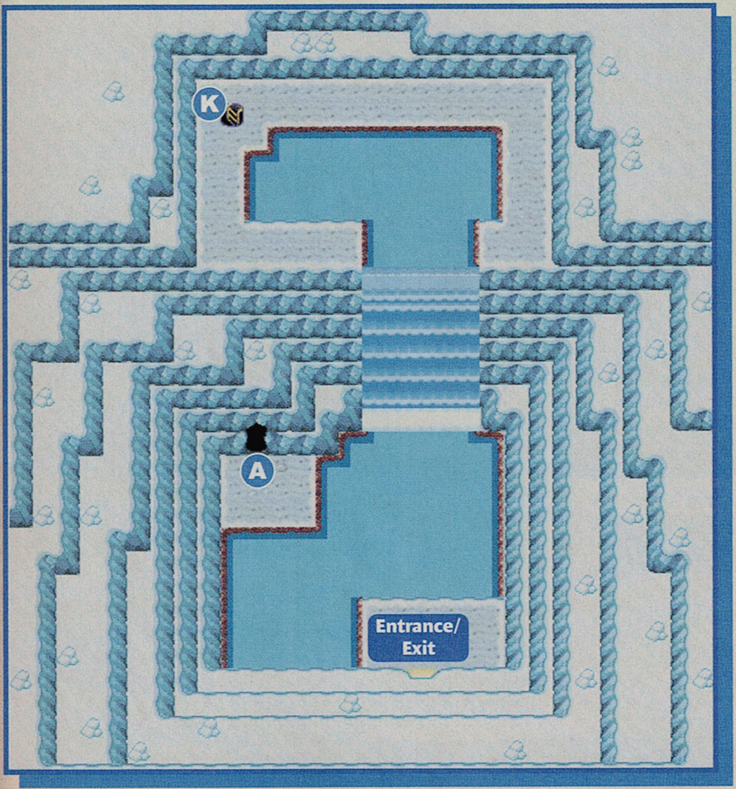
A quick jaunt into the purple-roofed house to the northwest of the Pokémon Center will lead you to a Move Tutor and the Body Slam attack.

Event 3

The primary reason you're on Four Island is to complete the small dungeon in Icefall Cave. Stock up on some gear at the nearby Mart and head on in.



Icefall Cave

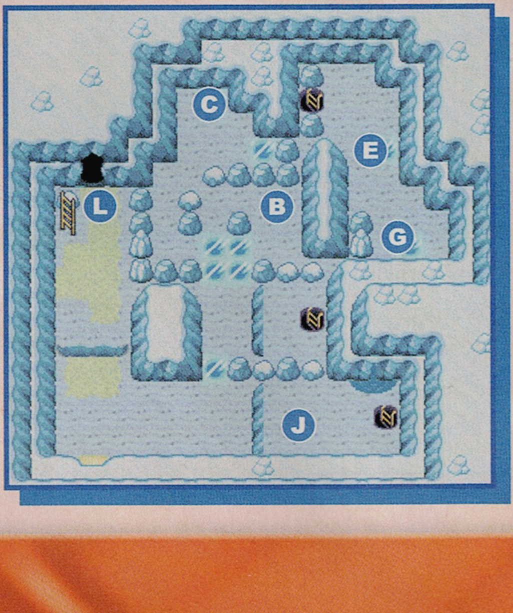


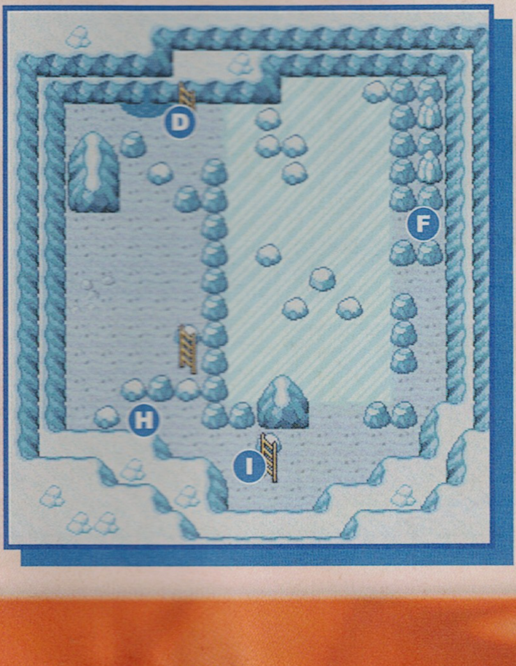
Catch 'Em All!

Golbat:	**Common**
Goldeen*:	**Common**
Gyarados:**	**Rare**
Horsea*:	**Common**
Magikarp*:	**Common**
Poliwag*:	**Common**
Psyduck:**	**Common**
Slowpoke:**	**Common**
Sneasel:	**Rare**
Swinub:	**Common**
Zubat:	**Common**

**Good Rod Required*

***Super Rod Required*

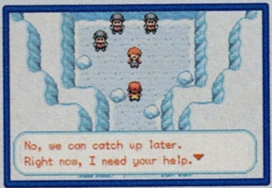




Icefall Cave Cheat Sheet

1. Surf to the opposite shore and then head through A.
2. From there, head across the thin ice to point B to grab an Ultra Ball.
3. Head up and around to point C, and fall through the thin ice by walking on it twice.
4. Once you touchdown, you can immediately board the ladder at D and head back up.
5. Go to the thin ice at E and fall through once more.
6. Skate down, then right once to reach the Nevermeltice at F, then go back up the ladder at D.
7. This time drop through the thin ice at G, and head back down to the frozen pond below.
8. Skate up, right, down, left, and proceed off the ice to H to get a Full Restore.
9. Go up the ladder at I to J, which happens to be HM07 Waterfall.
10. Attach the HM07 Waterfall to an aquatic Pokémon, then head out the doorway leading south (where you initially entered this chamber).
11. Use Waterfall to climb the large waterfall in the main chamber, then head down the ladder at K.
12. From there, head through the doorway at L.

Event 1

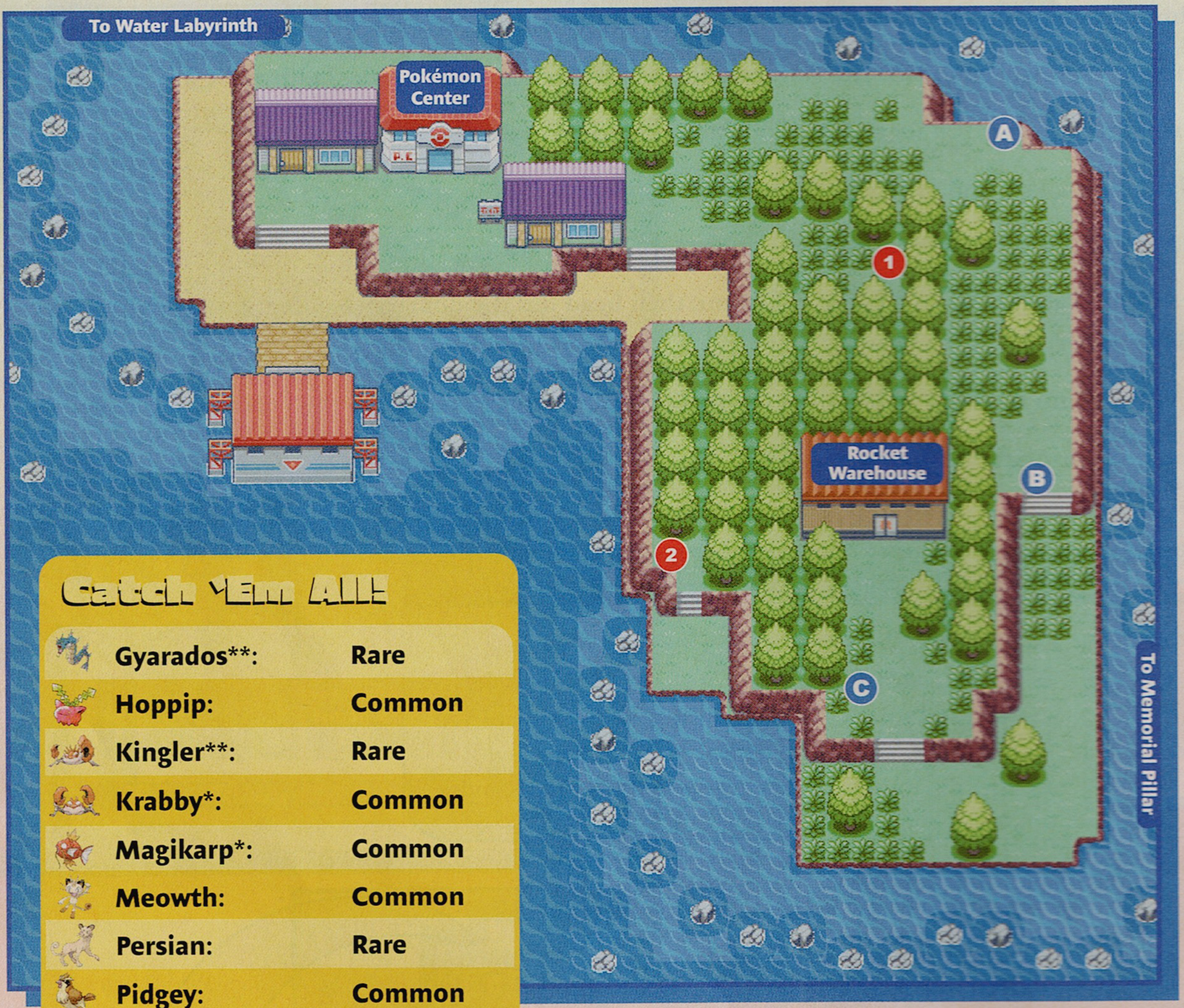

No, we can catch up later.
Right now, I need your help.

Now you'll have to fight a group of Team Rocket Pokémon-poachers at the side of Lorelei, of all people. Get in there and smash the Rocket (Zubat LV38; Zubat LV38; Golbat LV38), and continue the quest that began with finding the Ruby plate. It's time to head to Five Island.

Five Island

NOTE

There are no Events on the main part of Five Island on the first visit. You'll either want to head north into the Water Labyrinth or southeast to Memorial Pillar.


To Water Labyrinth
Pokémon Center
P.C.
A
1
Rocket Warehouse
B
2
C
To Memorial Pillar

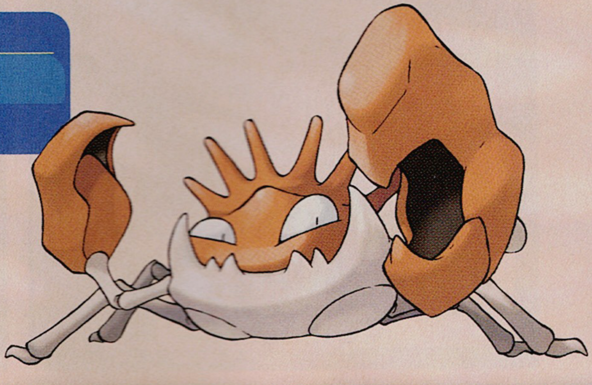
Catch 'Em All!

Gyarados:**	**Rare**
Hoppip:	**Common**
Kingler:**	**Rare**
Krabby*:	**Common**
Magikarp*:	**Common**
Meowth:	**Common**
Persian:	**Rare**
Pidgey:	**Common**
Psyduck:**	**Common**
Sentret:	**Common**
Shellder:**	**Common**
Slowpoke:**	**Common**

**Good Rod Required*
***Super Rod Required*

Items

① Max Potion
② PP Up



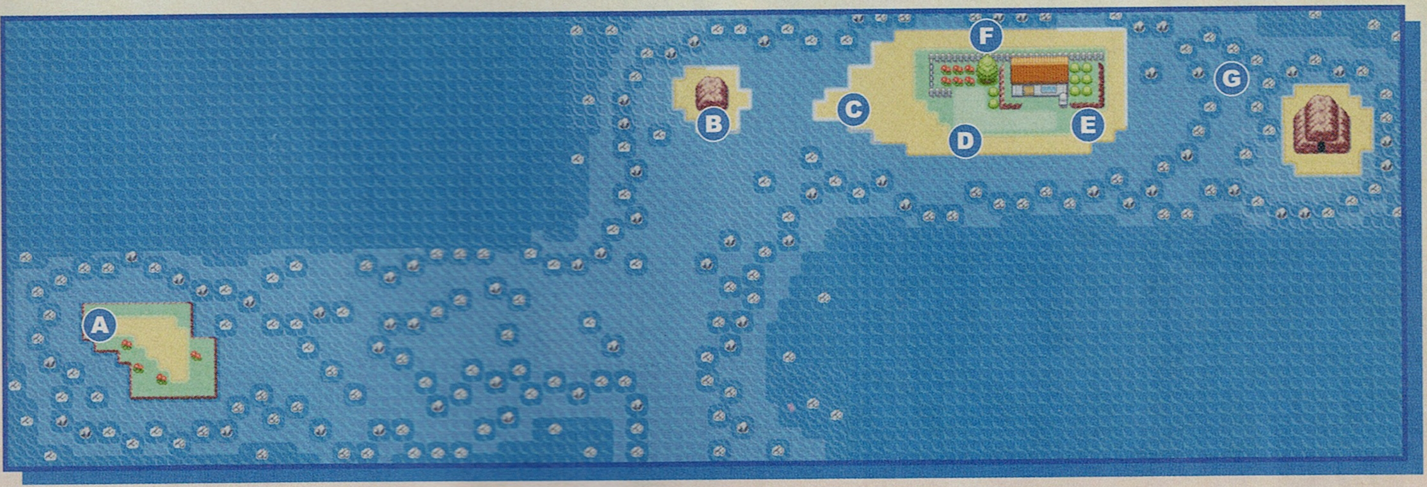
Trainers

Ⓐ	Rattata LV48; Grimer LV48; Muk LV48
Ⓑ	Ekans LV48; Gloom LV48; Gloom LV48
Ⓒ	Koffing LV49; Weezing LV49

NOTE

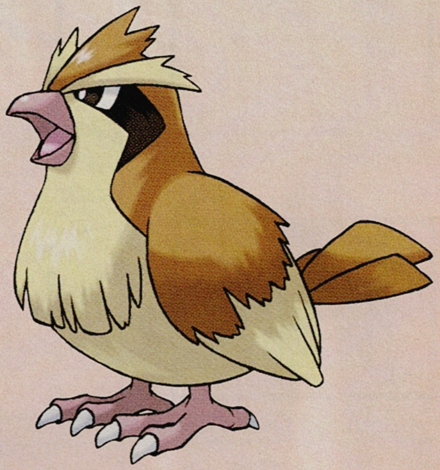
All Pokémon are the same for each section of the Islands, i.e. the Catch 'Em All! list for each main island is the same for each section unless otherwise noted.

Water Labyrinth/Resort Gorgeous/Lost Cave



Trainers

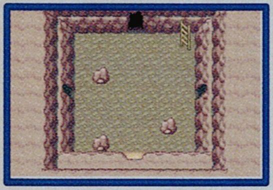
Ⓐ	Pikachu LV48; Clefairy LV48; Marill LV48
Ⓑ	Smeargle LV50
Ⓒ	Hoppip LV48; Skiploom LV50
Ⓓ	Smeargle LV50
Ⓔ	Mareep LV47; Mareep LV48; Flaaffy LV49
Ⓕ	Raticate LV48; Pidgeotto LV48
Ⓖ	Poliwhirl LV48; Tentacool LV48; Tentacruel LV48



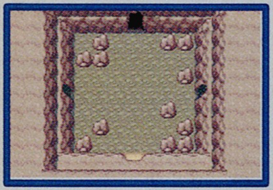
Event 1

First, make your way out to the far west island. You'll find a trainer Ⓐ, and an older gentleman will give you an egg containing a Togepi! Of course, you'll need to have a free slot in your party and a solid Friendship rating with your lead Pokémon—so if you've been keeping it injured or haven't been using it much, no egg for you!

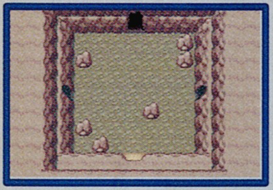
Event 2



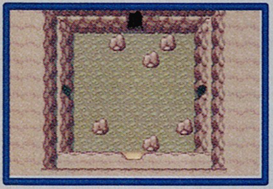
Room 1: 3 O'Clock



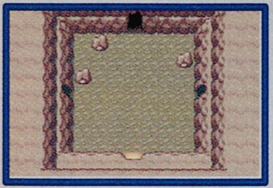
Room 2: 12 O'Clock



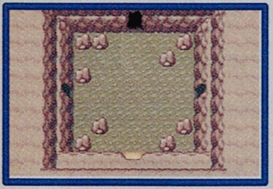
Room 3: 6 O'Clock



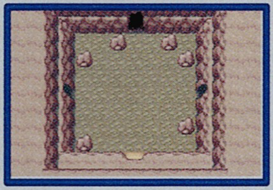
Room 4: 6 O'Clock



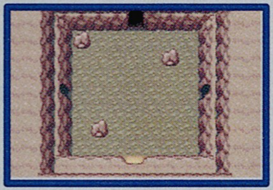
Room 5: 3 O'Clock



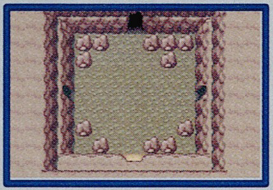
Room 6: 9 O'Clock



Room 7: 6 O'Clock



Room 8: 3 O'Clock



Room 9: 12 O'Clock

W-what do you intend to do with me?

Room 10:

The second Event will take you into the Lost Cave in the far northwest corner. To navigate the cave, you'll need to count the number of rocks present, then head through the doorway where that number would point on the face of a clock. For instance, if there are 12 rocks in a room, head north since the hour hand at 12 o'clock is pointing up.

Item Rooms

As you navigate the various rooms, you'll have an opportunity to nab 4 Items. They are always located through the opposite doorway of where you're supposed to go according the number of rocks present—if there are 12 rocks, head south to where 6 would be on a clock.

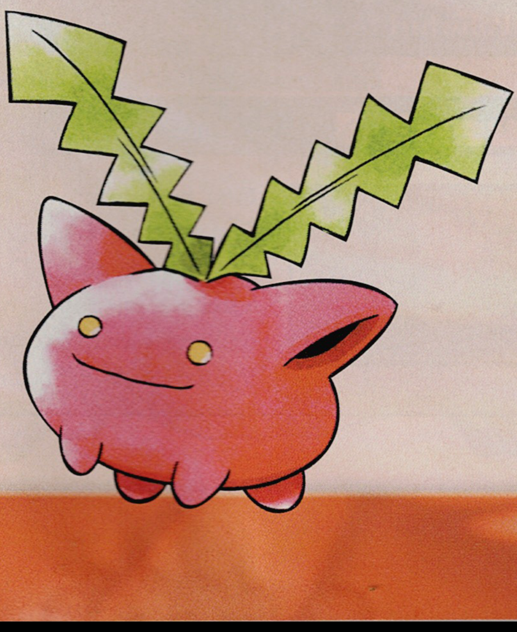
Room 2: Lax Incense
Room 4: Sea Incense
Room 6: Max Revive
Room 8: Rare Candy

I am exquisitely bored.
Please, hear my wish.

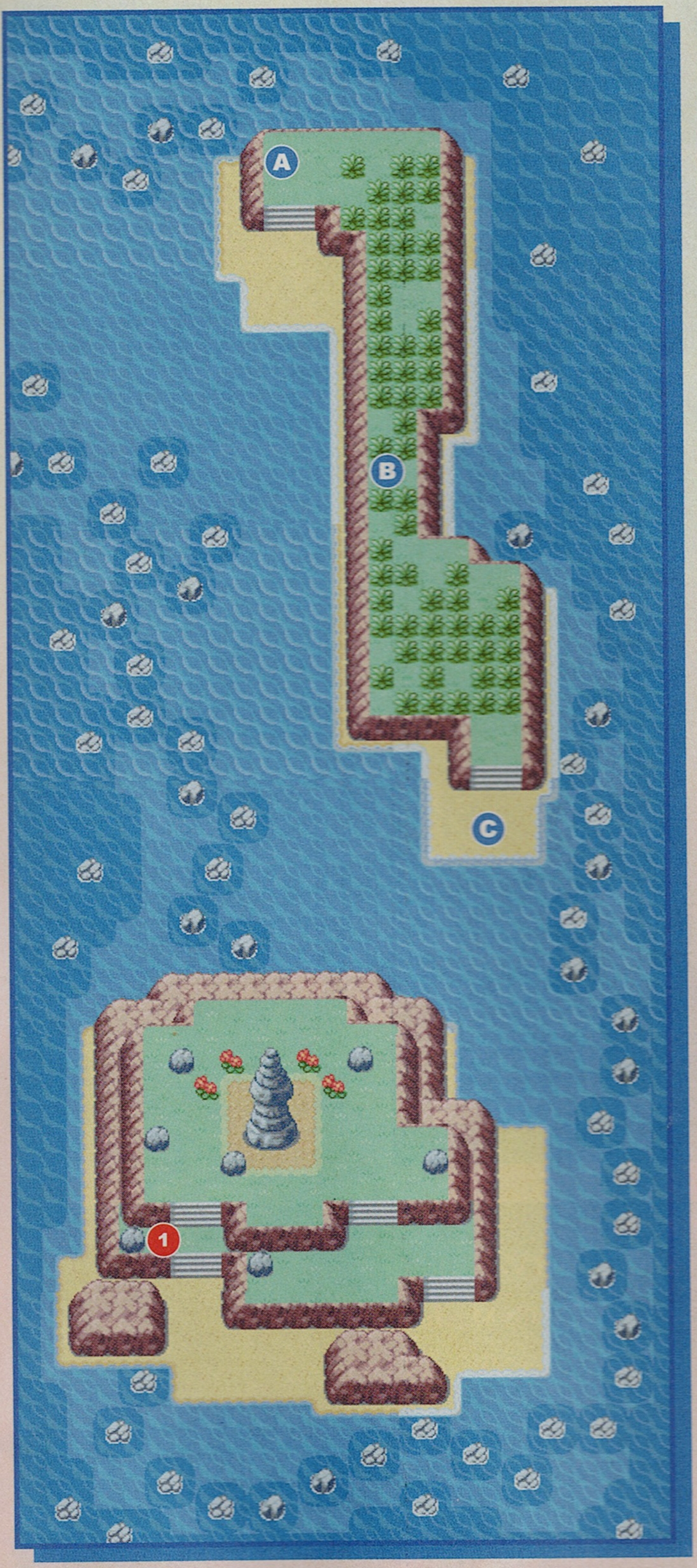
At the very bottom (the tenth room) you'll find a Trainer holding two LV49 Persians. After defeating her, you'll be warped back to the island you passed on your way here. Follow her back into her house and have a chat with her. If you can bring her the Pokémon she wants to see (not keep), you'll get a random prize:

- **Big Pearl**
- **Pearl**
- **Luxury Ball**
- **Nugget**
- **Stardust**
- **Star Piece**

And, with that, you're done. If you haven't already taken care of it, head for Memorial Pillar (bring a Lemonade, too). Otherwise, Six Island is next.



Memorial Pillar

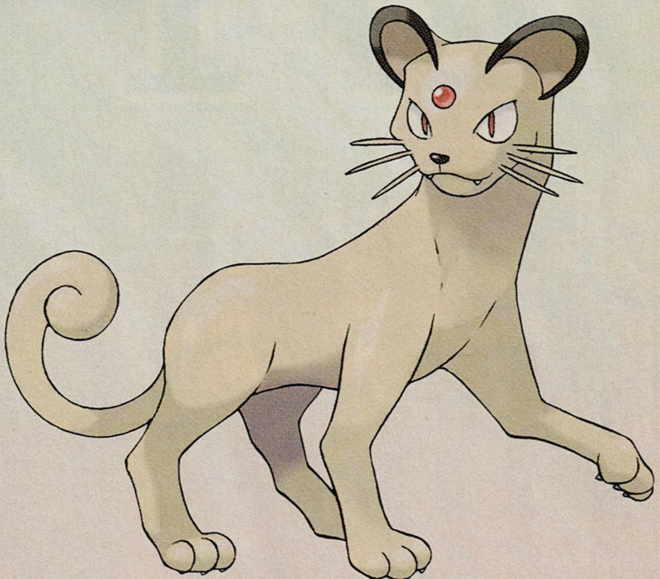


Trainers

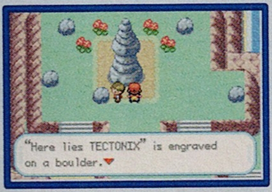
Ⓐ	Pidgey LV47; Pidgeotto LV49
Ⓑ	Spearow LV47; Fearow LV49
Ⓒ	Hoothoot LV47; Noctowl LV49

Items

① Metal Coat



Event 1

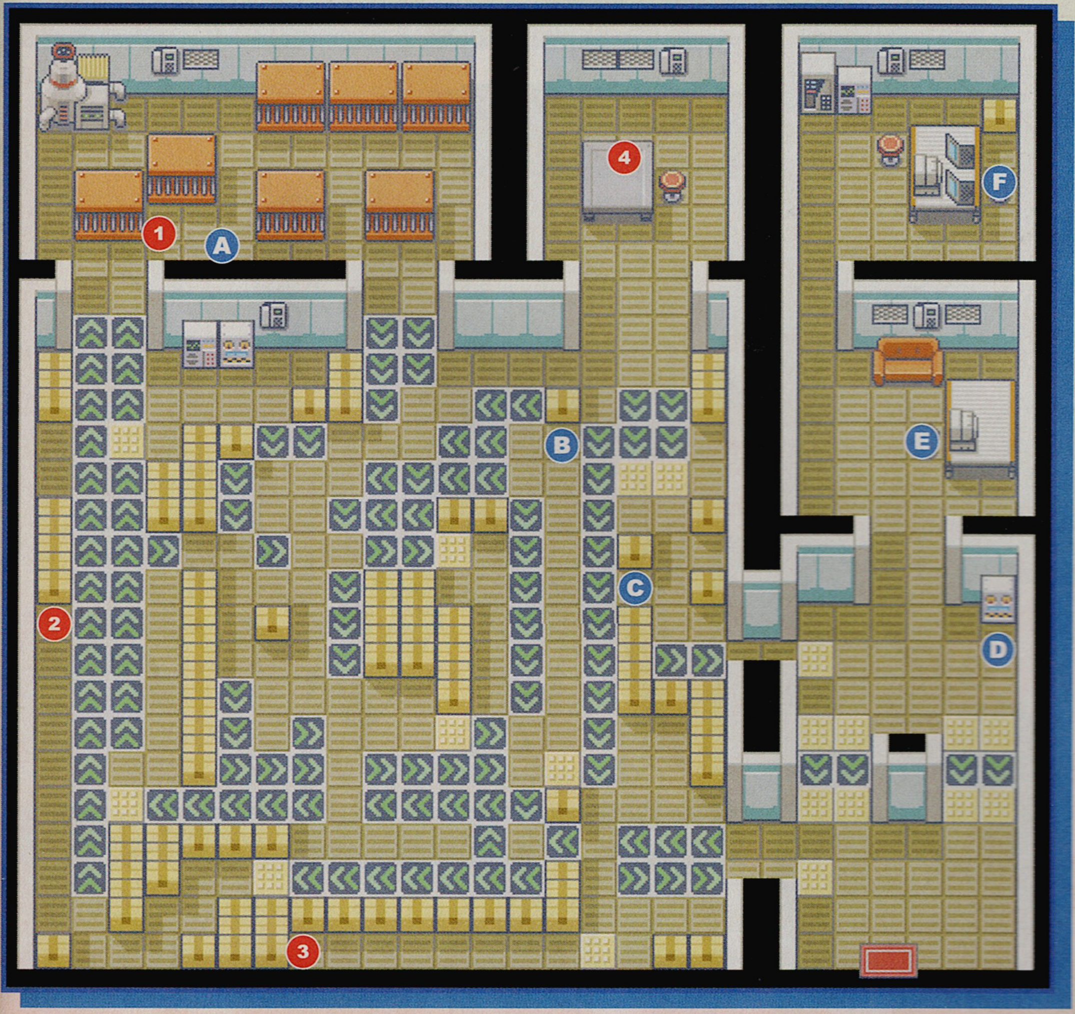


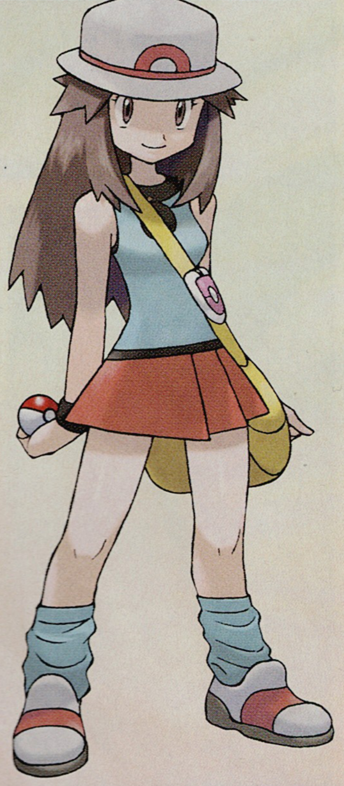
"Here lies TECTONIX" is engraved on a boulder.

The only Event on Memorial Pillar is at the bitter southern tip. There you'll find a sad boy pining for his departed Onix. If you place Lemonade on the pillar, however, you'll be rewarded with TM42 Façade!

Spoilers: Unfinished Business

You can't get to the Rocket Warehouse situated on the main part of Five Island till later, but you'll want to come back here when the time is right and complete this portion of the quest by repairing Celio's machine.





Items

①	Up-Grade
②	Pearl
③	Big Pearl
④	TM36 Sludge Bomb

After defeating the final Trainer Ⓕ, you'll earn the Sapphire! Now it's time to head back to One Island and give it to Celio. When you do, he'll fix the machine that'll allow you to trade with Pokémon Ruby and Sapphire as well as Pokémon Colosseum! Congratulations!

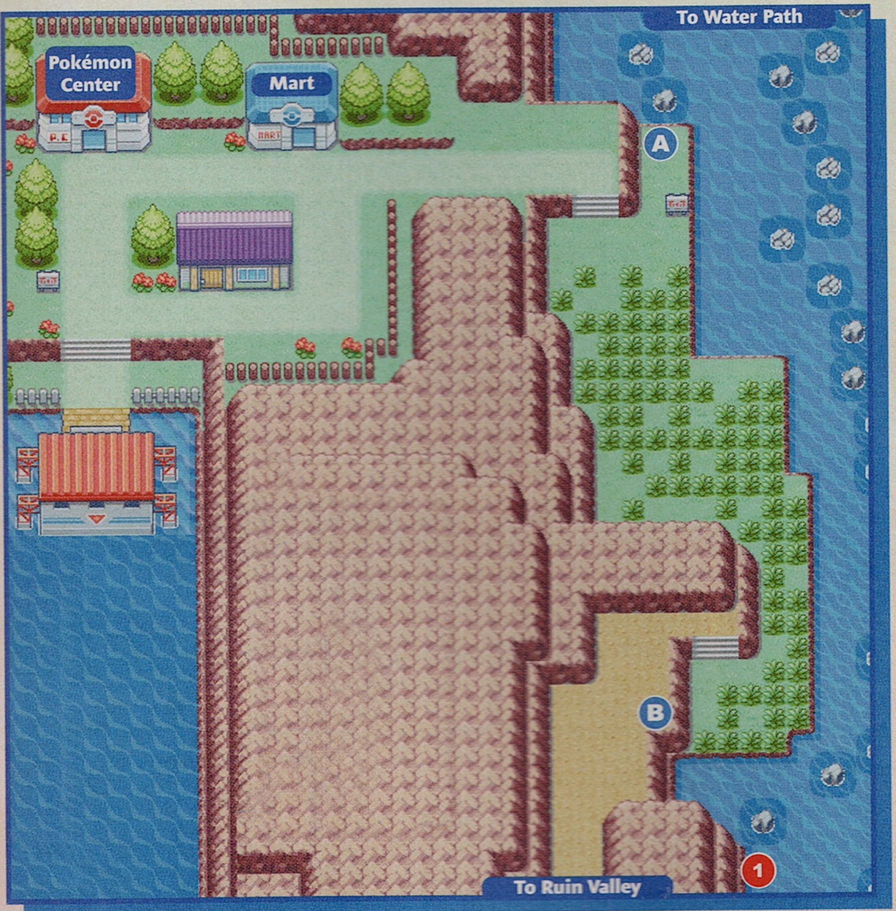
Trainers

Ⓐ	Houndour LV49; Houndour LV49
Ⓑ	Machop LV48; Machop LV48; Machoke LV48
Ⓒ	Hypno LV49; Hypno LV49
Ⓓ	Muk LV52; Arbok LV53; Vileplume LV54
Ⓔ	Golbat LV53; Weezing LV54; Houndoom LV55
Ⓕ	Voltorb LV46; Porygon LV46; Electrode LV46; Magnemite LV46; Magneton LV46

Six Island

NOTE

There are no Events on the main part of Six Island. You'll either want to head north to the Water Path or south to Ruin Valley.



Catch 'Em All!

Bellsprout:	**Common (*LeafGreen* Only)**
Fearow:	**Rare**
Gloom:	**Rare (*LeafGreen* Only)**
Gyarados:**	**Rare**
Kingler:**	**Rare**
Krabby:**	**Common**
Magikarp*:	**Common**
Marill:	**Rare (*LeafGreen* Only)**
Oddish:	**Common (*FireRed* Only)**
Psyduck:	**Rare (*FireRed* Only)**
Spearow:	**Common**
Weepinbell:	**Common (*LeafGreen* Only)**
Wooper:	**Rare (*FireRed* Only)**

Good Rod Required
*****Super Rod Required***

Shop Items

Ultra Ball:	₽1200
Full Restore:	₽3000
Max Potion:	₽2500
Revive:	₽1500
Ice Heal:	₽250
Full Heal:	₽600
Escape Rope:	₽550
Max Repel:	₽700

Items

① Dragon Scale

Trainers

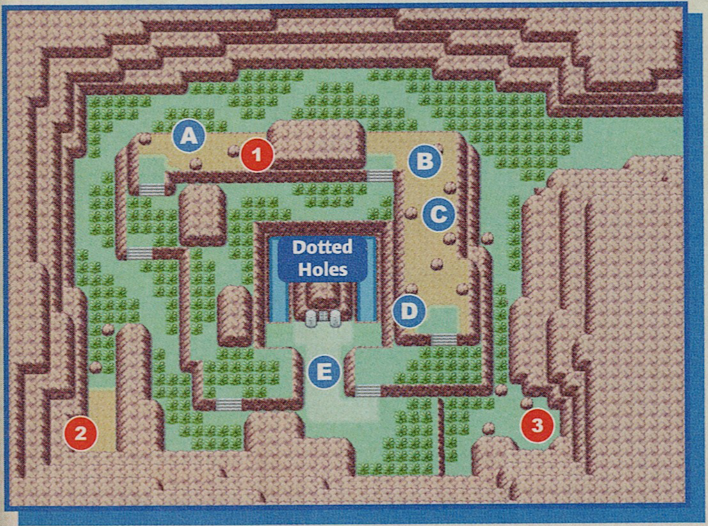
Ⓐ Voltorb LV46; Mr. Mime LV48; Voltorb LV46; Electrode LV47

Ⓑ Onix LV49; Machoke LV49

NOTE

All Pokémon are the same for each section of the Islands, i.e. the Catch 'Em All! list for each main island is the same for each section unless otherwise noted.

Ruin Valley



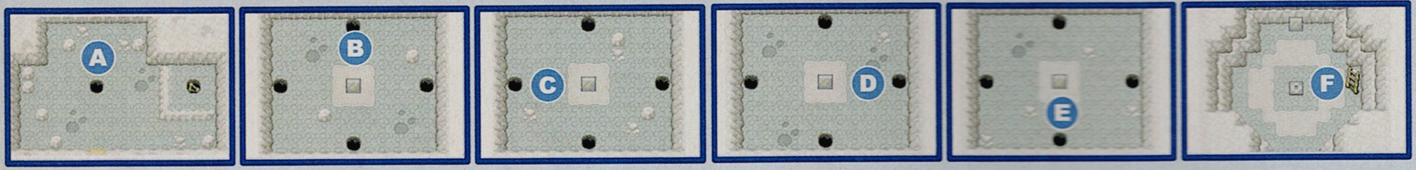
Trainers

Ⓐ	**Sudowoodo LV50**
Ⓑ	**Graveler LV48; Onix LV48; Graveler LV48**
Ⓒ	**Golem LV50**
Ⓓ	**Machoke LV49; Machoke LV49**
Ⓔ	**Rhyhorn LV49; Kangaskhan LV49**

Items

①	**Full Restore**
②	**HP Up**
③	**Sun Stone**

Event 1



First off, once you've reached Dotted Hole, use Cut to slice down the door, then head inside. Navigate each succeeding level by following the letter trail noted here in the images. There are 6 levels and, at the bottom, you'll find the Sapphire! Unfortunately, you won't be walking away with it...time to head back to the Rocket Warehouse on Five Island *unless* you haven't checked the northern parts of Six Island.

Water Path

Trainers

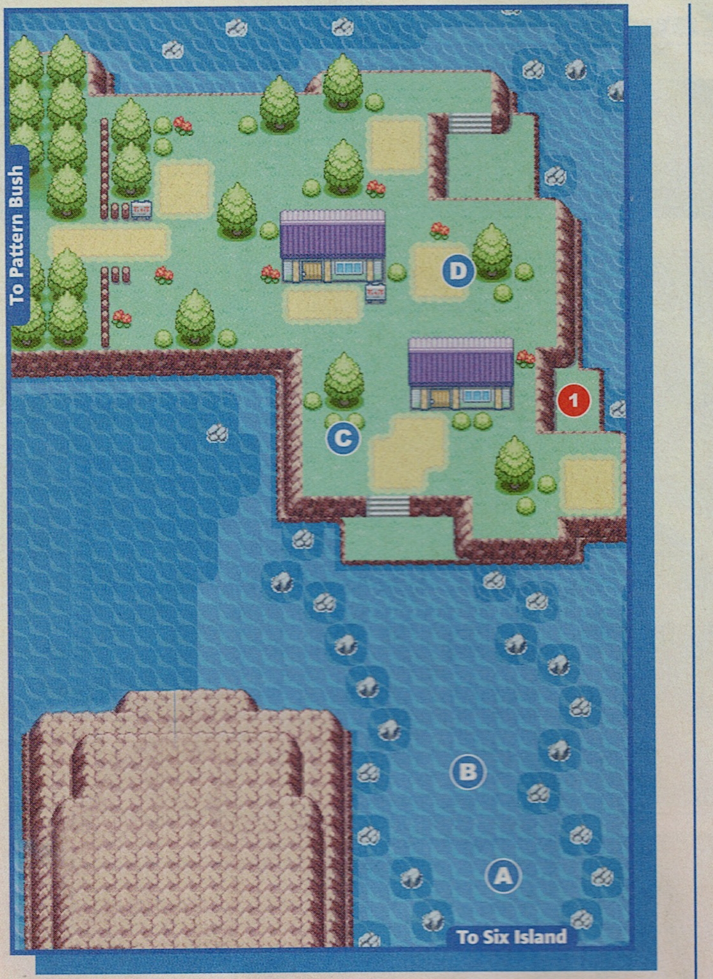
Ⓐ	**Chinchou LV49; Lanturn LV49**
Ⓑ	**Gyarados LV50**
Ⓒ	**Pikachu LV50; Pikachu LV50**
Ⓓ	**Sunkern LV 49; Sunflora LV49**

Items

①	**Elixir**

Event 1

The only Event here is the woman in the second purple-roofed house. She wants a large Heracross, so the bigger the better. If you bring her one, she'll reward you with a Nest Ball. The good news is that as long as you keep bringing her bigger and bigger Heracross', she'll keep giving you balls. Can't beat that!



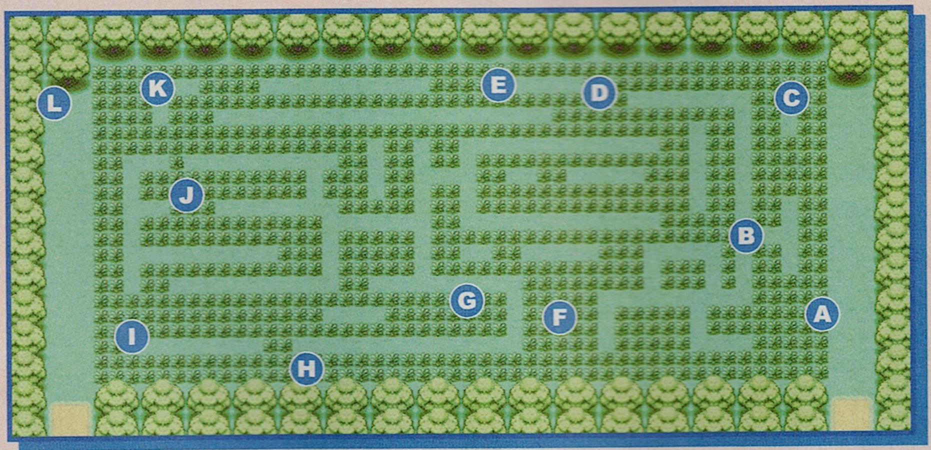
Pattern Bush

NOTE

There are no Events in Pattern Bush. Make your way to the exit on the opposite end of the area and head onward to the second part of Water Path, the Altering Cave.

Trainers

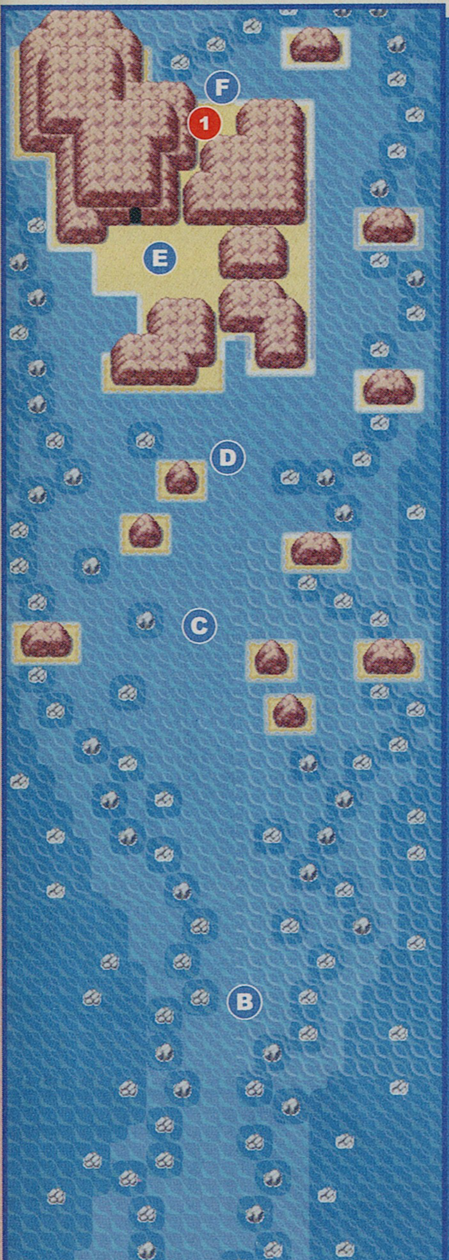
A	Farfetch'd LV48; Farfetch'd LV48
B	Chansey LV50
C	Heracross LV49
D	Snubbull LV49
E	Weepinbell LV47; Weepinbell LV47; Victreebel LV49
F	Venonat LV48; Venomoth LV48
G	Sandslash LV48; Onix LV48; Sandslash LV48
H	Paras LV48; Parasect LV49; Paras LV48
I	Hoppip LV46; Hoppip LV47; Skiploom LV47; Skiploom LV48
J	Yanma LV45; Beedrill LV45; Beedrill LV47; Yanma LV46
K	Clefairy LV48; Clefairy LV48; Clefable LV48
L	Pinsir LV49; Heracross LV50



Catch 'Em All!

Caterpie:	Common
Heracross:	Rare
Ledyba:	Rare (*LeafGreen* Only)
Kakuna:	Common
Metapod:	Common
Spinarak:	Rare (*FireRed* Only)

Water Path, Part 2/Altering Cave



NOTE

There are no Events on Water Path, Part 2 or Altering Cave...or are there?

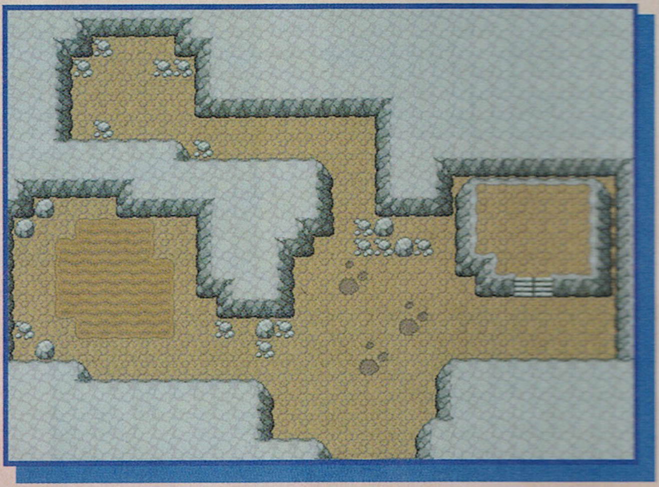
Trainers

Ⓐ	Natu LV48; Slowbro LV48; Kadabra LV49
Ⓑ	Marill LV50
Ⓒ	Poliwhirl LV50; Starmie LV50
Ⓓ	Kingler LV49; Wartortle LV49
Ⓔ	Muk LV48; Golbat LV48; Raticate LV48
Ⓕ	Qwilfish LV49; Qwilfish LV49

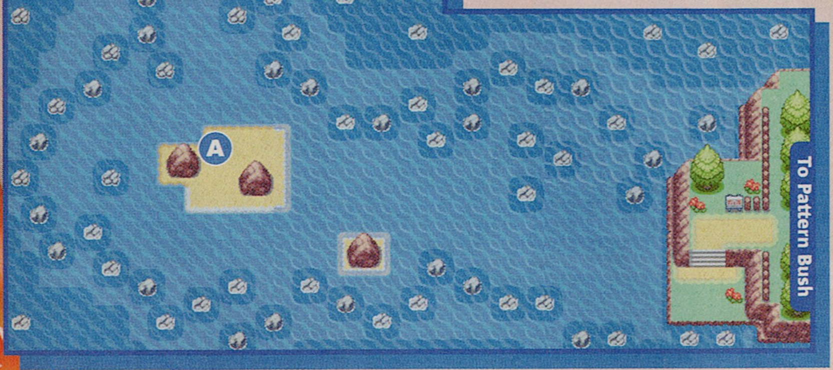
Items

①	PP Up

Altering Cave



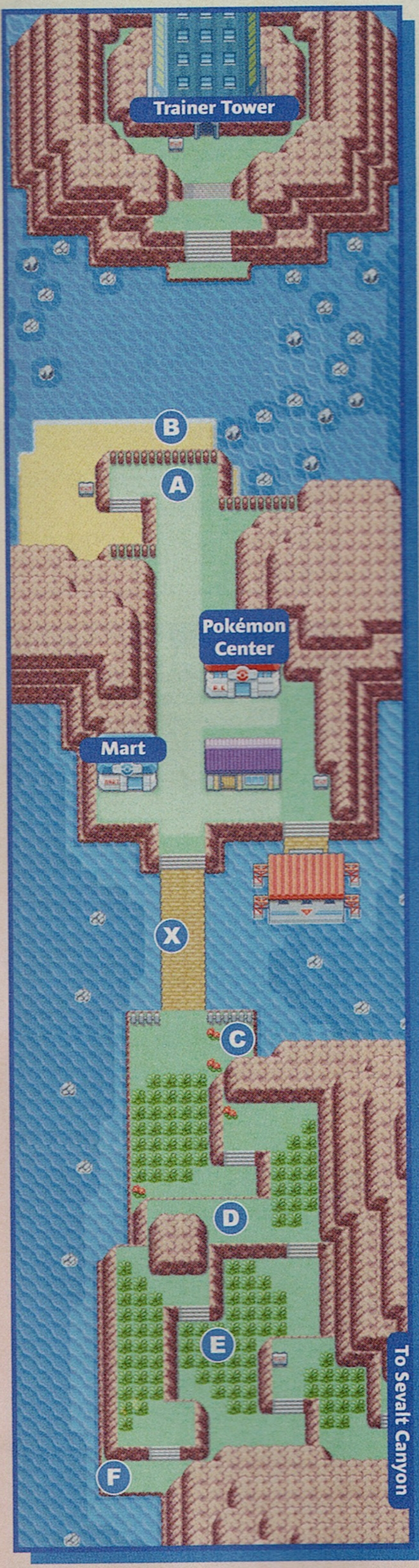
What mysteries lurk in the Altering Cave? Only time will tell...



What Now?

If you've completed the Ruins to the south, then it's time to head back to Five Island and to take out the trash at the Warehouse. If you want, you could also head to Seven Island, but you can always save that for later.

Seven Island



NOTE

There are no Events on the main part of Seven Island. From here, you can head north to the Trainer Tower or south to Sevalt Canyon and, eventually, the Tanoby Ruins.

Shop Items

Ultra Ball:	₽1200
Great Ball:	₽600
Full Restore:	₽3000
Max Potion:	₽2500
Hyper Potion:	₽1200
Revive:	₽1500
Full Heal:	₽600
Escape Rope:	₽550
Max Repel:	₽700

NOTE

The Ⓧ marks the spot where a Swords Dance Move Tutor stands.

Catch 'Em All!

Fearow:	**Rare**
Geodude:	**Common**
Graveler:	**Rare**
Gyarados:**	**Rare**
Kingler:**	**Rare**
Krabby*:	**Common**
Magikarp*:	**Common**
Mantine:**	**Rare** **(*LeafGreen* Only)**
Marowak:	**Rare**
Onix:	**Common**
Persian:	**Rare**
Phanpy:	**Rare**
Qwilfish:**	**Rare** **(*FireRed* Only)**
Sentret:	**Common**
Skarmory:	**Rare** **(*FireRed* Only)**

***Good Rod Required**

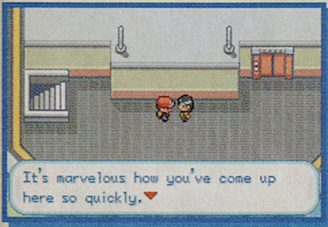
*****Super Rod Required**

Trainers

Ⓐ Natu LV48; Drowzee LV48; Hypno LV50
Ⓑ Girafarig LV52
Ⓒ Bellossom LV50; Bellossom LV50
Ⓓ Voltorb LV47; Voltorb LV47; Pineco LV47; Pineco LV47
Ⓔ Gloom LV50; Vileplume LV51
Ⓕ Golduck LV50; Psyduck LV50

Trainer Tower

Welcome to TRAINER TOWER where TRAINERS gather from all over!



It's marvelous how you've come up here so quickly.▼

Within the Trainer Tower, you'll be able to fight up eight levels of Trainers in four different gameplay modes: Single, Double, Knockout, and Elimination. The goal is to conquer the Tower in the quickest time possible to win an Up-Grade. Each time you break your record, you'll get another Up-Grade, but this will get more and more difficult with each ascent, for all the Pokémon you fight are the same strength as the strongest Pokémon you bring to a battle. In addition to the Up-Grade reward, it's also a good way to compare with friends exactly how quickly you can reach the top.

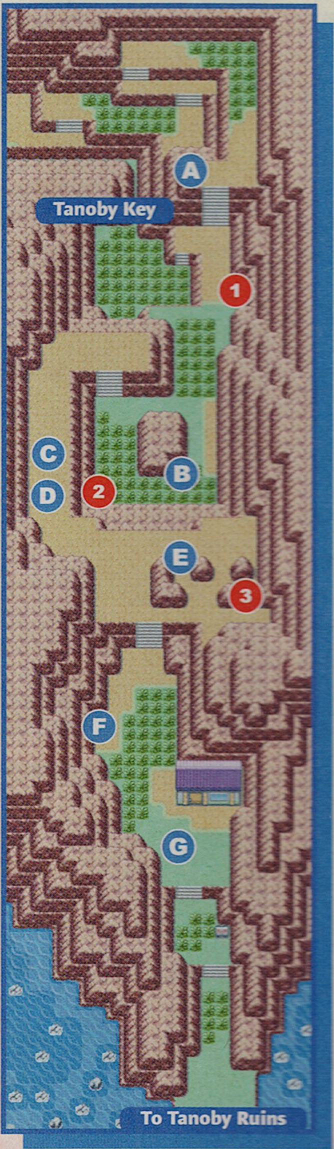
Shop Items

Escape Rope:	₽550
Full Heal:	₽600
Full Restore:	₽3000
Great Ball:	₽600
Hyper Potion:	₽1200
Max Potion:	₽2500
Max Repel:	₽700
Revive:	₽1500
Ultra Ball:	₽1200

CAUTION

Everything you do in the Tower eats into your time, including opening menus, healing animations between rounds, etc.

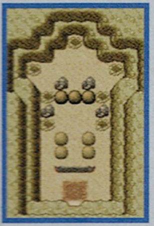
Sevalt Canyon



Items

① Nugget
② Max Elixir
③ King's Rock

Event 1



This little cave is known as Tanoby Key. All you need to do is push the boulders into the empty holes in the ground to trigger... something.

Event 2

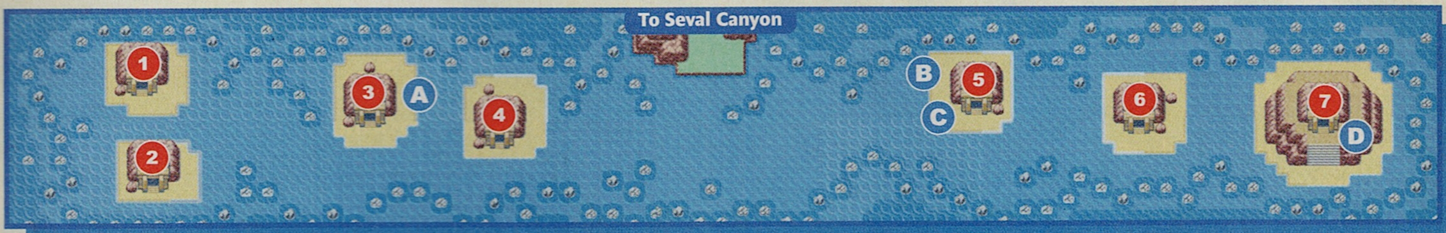
You join in, too!
Dance, dance!

The little purple-roofed house at the south end of Sevalt Canyon has a gentleman that'll heal you with a dance. Afterward, you can snag the Lucky Punch from his table—who's the lucky one now?

Trainers

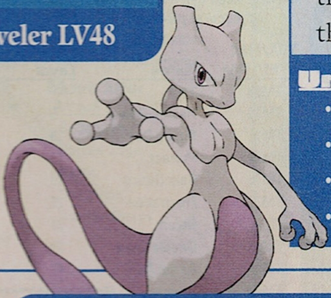
Ⓐ	Miltank LV52; Tauros LV52
Ⓑ	Sandslash LV48; Ursaring LV49; Lickitung LV48
Ⓒ	Tangela LV49; Exeggcute LV49; Exeggutor LV49
Ⓓ	Chansey LV50
Ⓔ	Primeape LV48; Hitmontop LV48; Machoke LV48
Ⓕ	Rhydon LV47; Slowbro LV48; Ursaring LV50; Kangaskhan LV47; Machoke LV48
Ⓖ	Persian LV47; Dewgong LV47; Girafarig LV50; Ninetales LV48; Rapidash LV48

Tanoby Ruins



Trainers

Ⓐ	Onix LV50
Ⓑ	Marowak LV49; Golduck LV49
Ⓒ	Smeargle LV50
Ⓓ	Geodude LV48; Graveler LV48; Graveler LV48



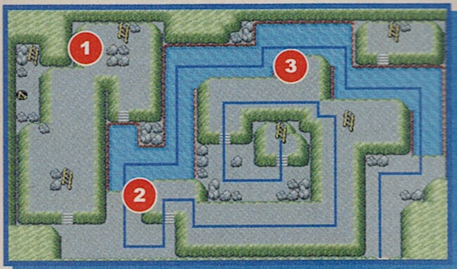
Event 1

Referencing the map depicted here, use the following chart to determine which Unown is available in each of the seven islands located here *if*, of course, you solved the puzzle at Tanoby Key:

Unown Locations

- Viapois Changer ① : Z/!
- Rixy Chamber ② : B/M/V/W/X
- Scufib Chamber ③ : F/G/K/T/Y
- Dilford Changer ④ : J/L/P/Q/R
- Weepth Chamber ⑤ : E/I/N/S
- Liptoo Chamber ⑥ : C/D/H/O/U
- Monean Chamber ⑦ : A/?

Cerulean Cave

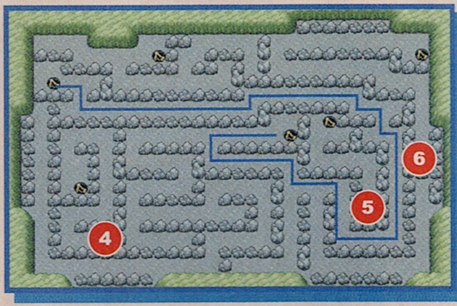


Items

①	Nugget	⑤	Ultra Ball
②	Full Restore	⑥	Full Restore
③	Max Elixir	⑦	Max Revive
④	PP Up	⑧	Ultra Ball

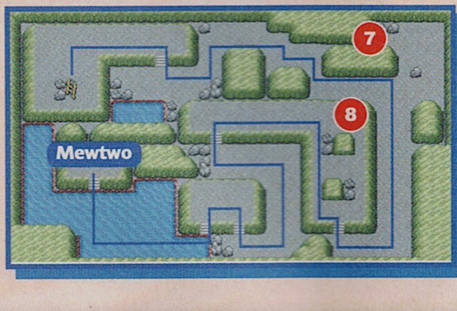
CAUTION

Not only is Mewtwo a massive handful (Level 70!), it's also very, very powerful. Furthermore, the route to reach Mewtwo is stocked with very high level Pokémon, so make sure you're heavily equipped with all manner of gear (think Elite 4 levels of equipment and then some) before plunging ahead. Also, it's a good idea to have at least your starter be at parity with Mewtwo level-wise (if not multiple Pokémon).



The final, legendary Pokémon you can catch is Mewtwo located in Cerulean Cave. To find it, simply return to Cerulean City (after you've helped Celio repair his network machine), then proceed to the west. Surf across the river to the north and enter the cave located just across the way.

To reach Mewtwo, follow the handy maps with the routes traced out. Also, be aware that none of the gear noted herein is really worth the trouble of going out of the way for, so think long and hard before making a run for things like a PP Up or an Ultra Ball if it's out of the way.



TIP

You may want to catch Mewtwo, but it is very, very difficult. Naturally, you'll have to whittle it down to the red zone, but having a Pokémon capable of putting Mewtwo to sleep would be a fantastic idea and make it that much easier. Or, though this isn't recommended, you could use the single Master Ball (if you haven't already) to capture it instantly.

NOTE

You must repair Celio's Network Machine before you can return to Cerulean City and tackle this final quest.

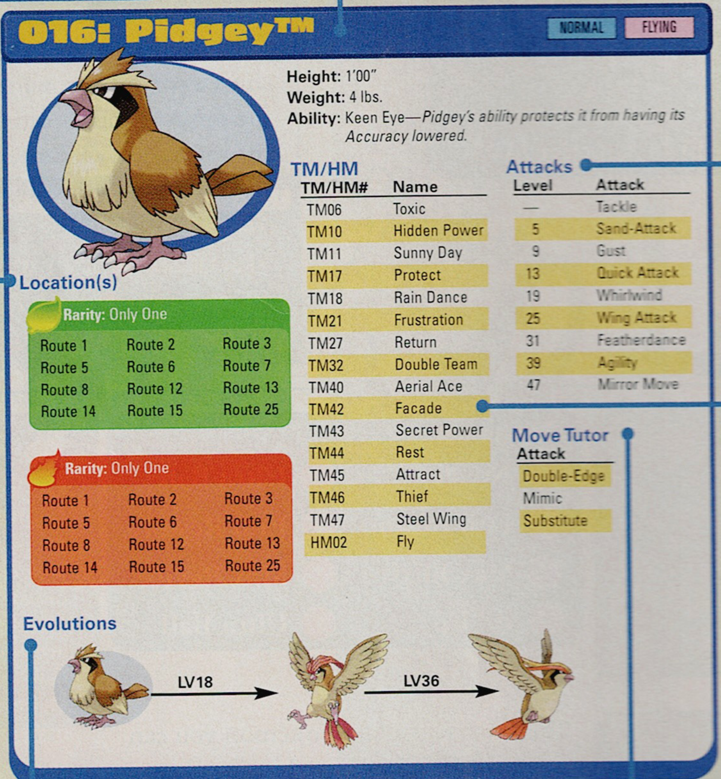
Pokédex Key

Pokémon Stats

This contains the Pokémon's name, number (out of 251), Type, Height, Weight and Ability (note that some Pokémon have multiple Abilities).

Attacks

This table provides info on the various attacks available to the Pokémon and the level at which it earns that ability. Entries denoted with a dash like this (–) mean the Pokémon has that attack as a default move.



016: Pidgey™

NORMAL FLYING

Height: 1'00"
Weight: 4 lbs.
Ability: Keen Eye—*Pidgey's ability protects it from having its Accuracy lowered.*

Location(s)

🍃 **Rarity:** Only One

Route 1	Route 2	Route 3
Route 5	Route 6	Route 7
Route 8	Route 12	Route 13
Route 14	Route 15	Route 25

🔥 **Rarity:** Only One

Route 1	Route 2	Route 3
Route 5	Route 6	Route 7
Route 8	Route 12	Route 13
Route 14	Route 15	Route 25

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

Attacks

Level	Attack
—	Tackle
5	Sand-Attack
9	Gust
13	Quick Attack
19	Whirlwind
25	Wing Attack
31	Featherdance
39	Agility
47	Mirror Move

Move Tutor

Attack
Double-Edge
Mimic
Substitute

Evolutions

Locations

This table lets you know where you can find this Pokémon throughout the massive world of Kanto in *Pokémon FireRed* (🔥) and *LeafGreen* (🍃). It also notes whether the Pokémon is available in only *FireRed* or only *LeafGreen*, or if the it is only available via Evolution.

TM/HM Compatibility Chart

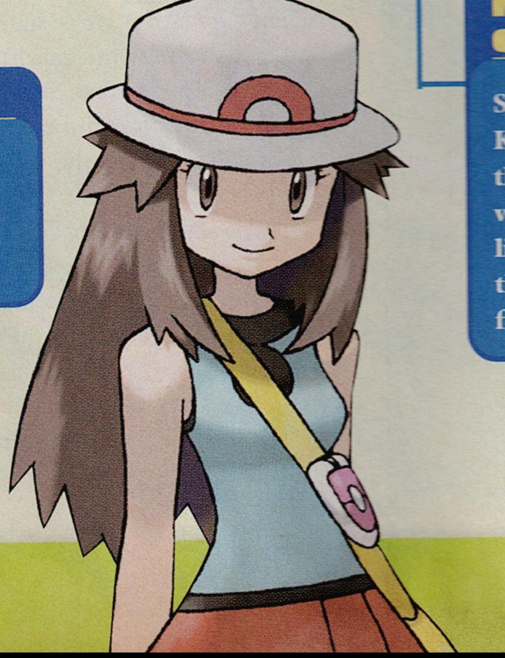
This table shows the various TMs and HMs that are compatible with this Pokémon. If it's not listed here, the Pokémon can't use it.

Evolutions

This portion graphically illustrates the various forms the Pokémon can go through as it increases its experience and moves through levels.

Move Tutor Compatibility

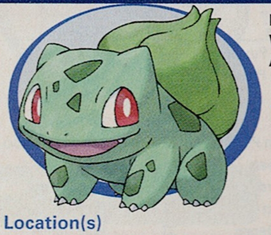
Scattered throughout Kanto are Move Tutors that teach your Pokémon various special moves. This list denotes what moves this Pokémon can learn from Move Tutors.



Pokédex

001: Bulbasaur™

GRASS POISON



Height: 2'4"
Weight: 15 lbs.
Ability: Overgrow—*Bulbasaur's Grass-type attack power multiplies by 1.5 when its HPs get low.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
4	Growl
7	Leech Seed
10	Vine Whip
15	Poisonpowder
15	Sleep Powder
20	Razor Leaf
25	Sweet Scent
32	Growth
39	Synthesis
46	Solarbeam

Move Tutor

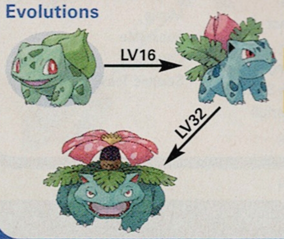
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Only One
Starter Pokémon from Professor Oak in Pallet Town

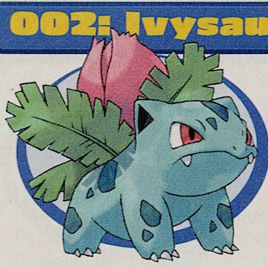
Rarity: Only One
Starter Pokémon from Professor Oak in Pallet Town

Evolutions



002: Ivysaur™

GRASS POISON



Height: 3'03"
Weight: 29 lbs.
Ability: Overgrow—*Ivysaur's Grass-type attack power multiplies by 1.5 when it's HPs get low.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Growl
—	Leech Seed
22	Razor Leaf
29	Sweet Scent
38	Growth
47	Synthesis
56	Solarbeam

Move Tutor

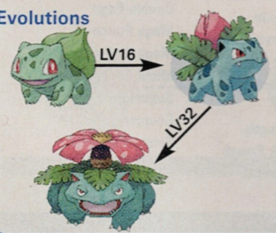
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Evolve
Evolve Bulbasaur

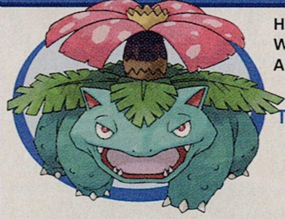
Rarity: Evolve
Evolve Bulbasaur

Evolutions



003: Venusaur™

GRASS POISON



Height: 6'07"
Weight: 221 lbs.
Ability: Overgrow—*Venusaur's Grass-type attack power multiplies by 1.5 when its HPs get low.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM26	Earthquake
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Growl
—	Leech Seed
—	Vine Whip
41	Growth
53	Synthesis
65	Solarbeam

Move Tutor

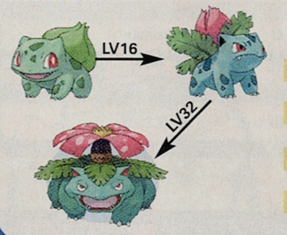
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Frenzy Plant

Location(s)

Rarity: Evolve
Evolve Ivysaur

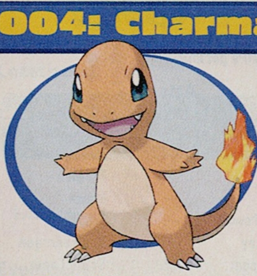
Rarity: Evolve
Evolve Ivysaur

Evolutions



004: Charmander™

FIRE



Height: 2'00"
Weight: 19 lbs.
Ability: Blaze—*Charmander's Fire-type attack power multiplies by 1.5 when its HPs get low.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Growl
7	Ember
13	Metal Claw
19	Smokescreen
25	Scary Face
31	Flamethrower
37	Slash
43	Dragon Rage
49	Fire Spin

Move Tutor

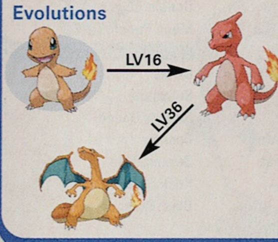
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Only One
Starter Pokémon From Professor Oak in Pallet Town

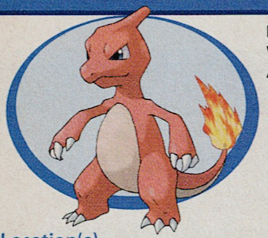
Rarity: Only One
Starter Pokémon From Professor Oak in Pallet Town

Evolutions



005: Charmeleon™

FIRE



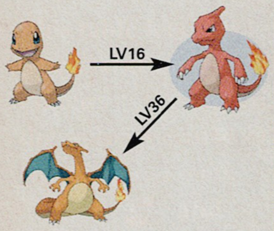
Height: 3'07"
Weight: 42 lbs.
Ability: Blaze—*Charmeleon's Fire-type attack power multiplies by 1.5 when it's HPs get low.*

Location(s)

Rarity: Evolve
Evolve Charmander

Rarity: Evolve
Evolve Charmander

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

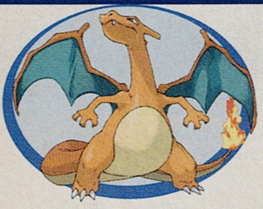
Level	Attack
—	Scratch
—	Growl
—	Ember
20	Smokescreen
27	Scary Face
34	Flamethrower
41	Slash
48	Dragon Rage
55	Fire Spin

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

006 Charizard™

FIRE FLYING



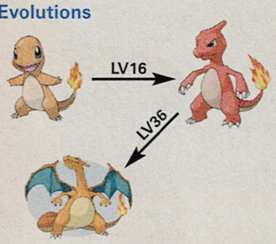
Height: 5'07"
Weight: 200 lbs.
Ability: Blaze—*Charizard's Fire-type attack power multiplies by 1.5 when its HPs get low.*

Location(s)

Rarity: Evolve
Evolve Charmeleon

Rarity: Evolve
Evolve Charmeleon

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM47	Steel Wing
TM50	Overheat
HM01	Cut
HM02	Fly
HM04	Strength
HM06	Rock Smash

Attacks

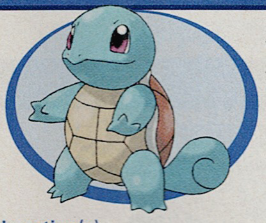
Level	Attack
—	Metal Claw
—	Heat Wave
—	Scratch
—	Growl
—	Ember
—	Smokescreen
27	Scary Face
34	Flamethrower
36	Wing Attack
44	Slash
54	Dragon Rage
64	Fire Spin

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide
Blast Burn

007: Squirtle™

WATER



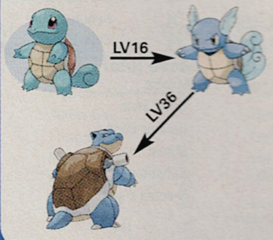
Height: 1'8"
Weight: 20 lbs.
Ability: Torrent—*Squirtle's Water-type attack power multiplies by 1.5 when its HPs get low.*

Location(s)

Rarity: Only One
Starter Pokémon From Professor Oak in Pallet Town

Rarity: Only One
Starter Pokémon From Professor Oak in Pallet Town

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

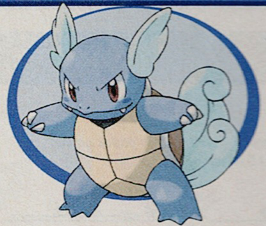
Level	Attack
—	Tackle
4	Tail Whip
7	Bubble
10	Withdraw
13	Water Gun
18	Bite
23	Rapid Spin
28	Protect
33	Rain Dance
40	Skull Bash
47	Hydro Pump

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

008: Wartortle™

WATER



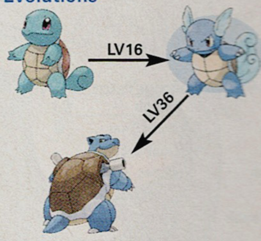
Height: 3'3"
Weight: 50 lbs.
Ability: Torrent—*Wartortle's Water-type attack power multiplies by 1.5 when its HPs get low.*

Location(s)

Rarity: Evolve
Evolve Squirtle

Rarity: Evolve
Evolve Squirtle

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

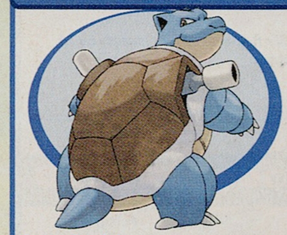
Level	Attack
—	Tackle
—	Tail Whip
—	Bubble
—	Withdraw
—	Water Gun
19	Bite
25	Rapid Spin
31	Protect
37	Rain Dance
45	Skull Bash
53	Hydro Pump

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

009: Blastoise™

WATER



Height: 5'3"
Weight: 189 lbs.
Ability: Torrent—*Blastoise's Water-type attack power multiplies by 1.5 when its HPs get low.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Bubble
—	Withdraw
42	Rain Dance
55	Skull Bash
68	Hydro Pump

Move Tutor

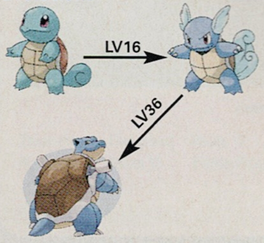
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Hydro Cannon

Location(s)

Rarity: Evolve
Evolve Wartortle

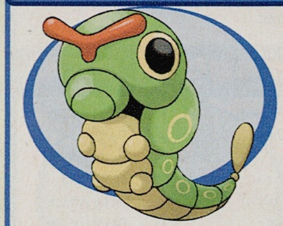
Rarity: Evolve
Evolve Wartortle

Evolutions



010: Caterpie™

BUG



Height: 1'00"
Weight: 6 lbs.
Ability: Shield Dust—*Protects Caterpie from being hit by any additional move effects.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Tackle
—	String Shot

Move Tutor

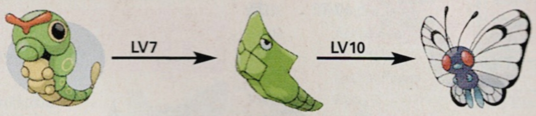
Attack
None

Location(s)

Rarity: Common
Route 25 Six Island
Viridian Forest

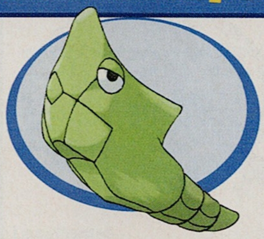
Rarity: Common
Route 25 Six Island
Viridian Forest

Evolutions



011: Metapod™

BUG



Height: 2'04"
Weight: 22 lbs.
Ability: Shed Skin—*Enables Metapod to have only a status effect for one turn. Has a 30% chance of succeeding.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Harden

Move Tutor

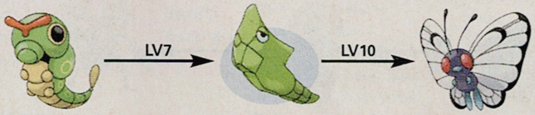
Attack
None

Location(s)

Rarity: Rare
Route 25 Six Island
Viridian Forest Evolve Caterpie

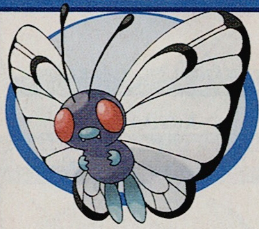
Rarity: Rare
Route 25 Six Island
Viridian Forest Evolve Caterpie

Evolutions



012: Butterfree™

BUG FLYING



Height: 3'07"
Weight: 71 lbs.
Ability: Compoundeyes—*Butterfree's Accuracy is raised by 30%.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM05	Flash

Attacks

Level	Attack
—	Confusion
13	Poisonpowder
14	Stun Spore
15	Sleep Powder
18	Supersonic
23	Whirlwind
28	Gust
34	Psybeam
40	Safeguard
47	Silver Wind

Move Tutor

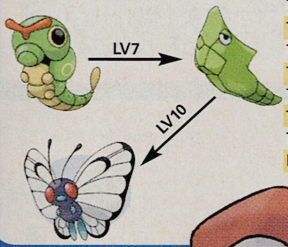
Attack
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Evolve
Evolve Metapod

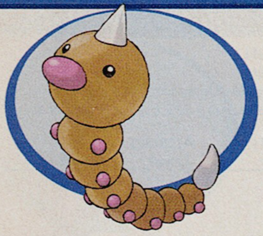
Rarity: Evolve
Evolve Metapod

Evolutions



013: Weedle™

BUG POISON



Height: 1'00"
Weight: 7 lbs.
Ability: Shield Dust—*Protects Weedle from being hit by any additional move effects.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Poison Sting
—	String Shot

Move Tutor

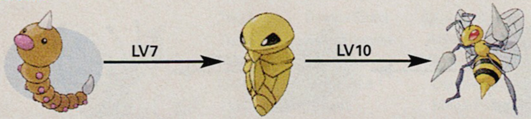
Attack
None

Location(s)

Rarity: Common
Route 25
Six Island
Viridian Forest

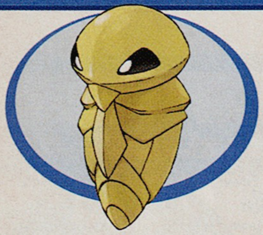
Rarity: Common
Route 25
Six Island
Viridian Forest

Evolutions



014: Kakuna™

BUG POISON



Height: 2'00"
Weight: 22 lbs.
Ability: Shed Skin—*Enables Kakuna to have only a status effect for one turn. It has a 30% chance of succeeding.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Harden

Move Tutor

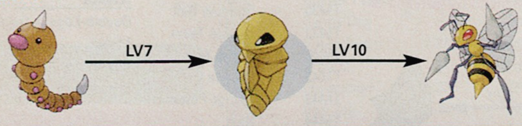
Attack
None

Location(s)

Rarity: Rare
Route 25
Six Island
Viridian Forest
Evolve Weedle

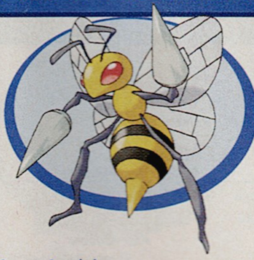
Rarity: Rare
Route 25
Six Island
Viridian Forest
Evolve Weedle

Evolutions



015: Beedrill™

BUG POISON



Height: 3'03"
Weight: 65 lbs.
Ability: Swarm—*Beedrill's Bug-type attacks multiply by 1.5 when its HPs get low.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM31	Brick Break
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM06	Rock Smash

Attacks

Level	Attack
—	Fury Attack
15	Focus Energy
20	Twineedle
25	Rage
30	Pursuit
35	Pin Missile
40	Agility
45	Endeavor

Move Tutor

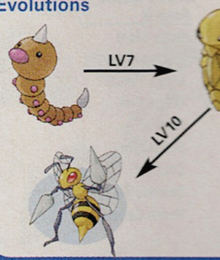
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Evolve
Evolve Kakuna

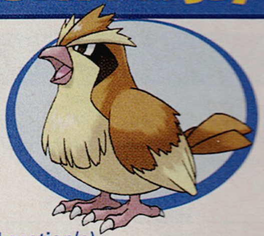
Rarity: Evolve
Evolve Kakuna

Evolutions



016: Pidgey™

NORMAL FLYING



Height: 1'00"
Weight: 4 lbs.
Ability: Keen Eye—*Pidgey's ability protects it from having its Accuracy lowered.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

Attacks

Level	Attack
—	Tackle
5	Sand-Attack
9	Gust
13	Quick Attack
19	Whirlwind
25	Wing Attack
31	Featherdance
39	Agility
47	Mirror Move

Move Tutor

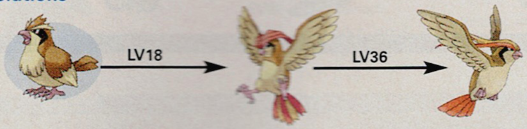
Attack
Double-Edge
Mimic
Substitute

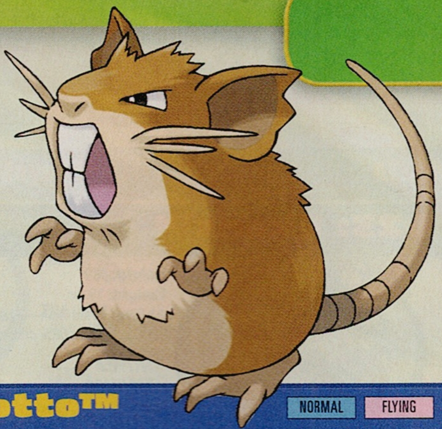
Location(s)

Rarity: Only One
Route 1
Route 2
Route 3
Route 5
Route 6
Route 7
Route 8
Route 12
Route 13
Route 14
Route 15
Route 25

Rarity: Only One
Route 1
Route 2
Route 3
Route 5
Route 6
Route 7
Route 8
Route 12
Route 13
Route 14
Route 15
Route 25

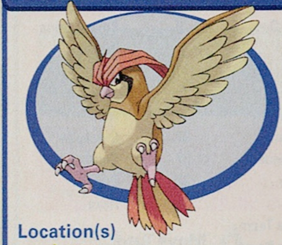
Evolutions





017: Pidgeotto™

NORMAL FLYING



Height: 3'07"
Weight: 66 lbs.
Ability: Keen Eye—*Pidgeotto's ability protects it from having its Accuracy lowered.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

Attacks

Level	Attack
—	Tackle
—	Sand-Attack
—	Gust
—	Quick Attack
20	Whirlwind
27	Wing Attack
34	Featherdance
43	Agility
52	Mirror Move

Move Tutor

Attack

- Double-Edge
- Mimic
- Substitute

Location(s)

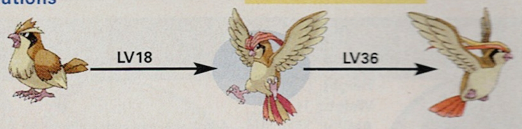
Rarity: Rare

Three Island	Five Island	Route 13
Route 14	Route 15	Evolve Pidgey

Rarity: Rare

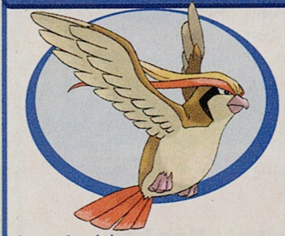
Three Island	Five Island	Route 13
Route 14	Route 15	Evolve Pidgey

Evolutions



018: Pidgeot™

NORMAL FLYING



Height: 4'11"
Weight: 87 lbs.
Ability: Keen Eye—*Pidgeot's ability protects it from having its Accuracy lowered.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyperbeam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

Attacks

Level	Attack
—	Tackle
—	Sand-Attack
—	Gust
—	Quick Attack
—	Whirlwind
—	Wing Attack
—	Featherdance
48	Agility
62	Mirror Move

Move Tutor

Attack

- Double-Edge
- Mimic
- Substitute

Location(s)

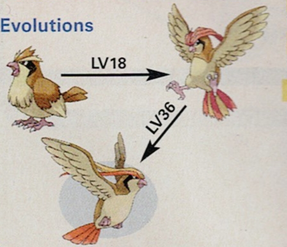
Rarity: Evolve

Evolve Pidgeotto

Rarity: Evolve

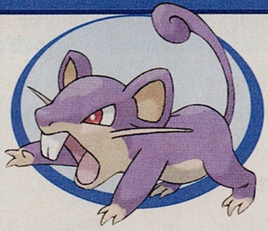
Evolve Pidgeotto

Evolutions



019 Rattata™

NORMAL



Height: 1'00"
Weight: 8 lbs.
Ability: Run Away—*Rattata's Ability allows it to run away from Wild Pokémon.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Tail Whip
7	Quick Attack
13	Hyper Fang
20	Focus Energy
27	Pursuit
34	Super Fang
41	Endeavor

Move Tutor

Attack

- Body Slam
- Mimic
- Substitute
- Counter
- Thunder Wave
- Double-Edge

Location(s)

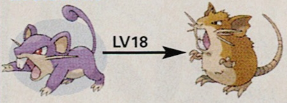
Rarity: Common

Route 1	Route 2	Route 4
Route 9	Route 17	Route 18
Route 22	Pokémon Mansion	

Rarity: Common

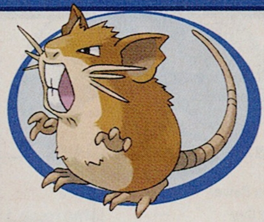
Route 1	Route 2	Route 4
Route 9	Route 17	Route 18
Route 22	Pokémon Mansion	

Evolutions



020: Raticate™

NORMAL



Height: 2'04"
Weight: 41 lbs.
Ability: Run Away—*Raticate's Ability allows it to run away from Wild Pokémon.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Quick Attack
—	Hyper Fang
20	Scary Face
30	Pursuit
40	Super Fang
50	Endeavor

Move Tutor

Attack

- Body Slam
- Mimic
- Substitute
- Counter
- Thunder Wave
- Double-Edge

Location(s)

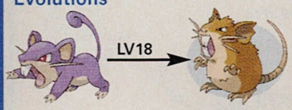
Rarity: Rare

Route 17	Route 18
Pokémon Mansion	Evolve Rattata

Rarity: Rare

Route 17	Route 18
Pokémon Mansion	Evolve Rattata

Evolutions



021: Spearow™

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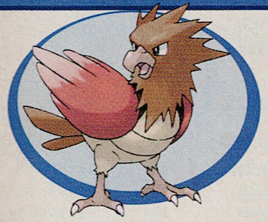


Height: 1'00"
Weight: 4 lbs.
Ability: Keen Eye—*Spearow's ability protects it from having its Accuracy lowered.*

Location(s)

Rarity: Common

One Island
Two Island
Six Island
Seven Island
Route 3
Route 4
Route 9
Route 10
Route 11
Route 17
Route 22
Route 23

Rarity: Common

One Island
Two Island
Six Island
Seven Island
Route 3
Route 4
Route 9
Route 10
Route 11
Route 17
Route 22
Route 23

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

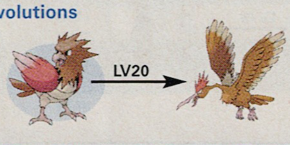
Attacks

Level	Attack
—	Peck
—	Growl
7	Leer
13	Fury Attack
19	Pursuit
25	Aerial Ace
31	Mirror Move
37	Drill Peck
43	Agility

Move Tutor

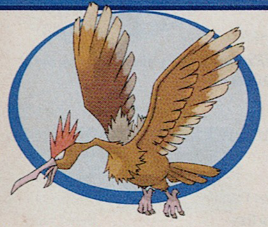
Attack
Substitute
Mimic
Double-Edge

Evolutions



022: Fearow™

NORMAL FLYING



Height: 3'11"
Weight: 84 lbs.
Ability: Keen Eye—*Fearow's ability protects it from having its Accuracy lowered.*

Location(s)

Rarity: Rare

Route 17
Route 18
Route 23
One Island
Two Island
Six Island
Seven Island
Evolve Spearow

Rarity: Rare

Route 17
Route 18
Route 23
One Island
Two Island
Six Island
Seven Island
Evolve Spearow

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

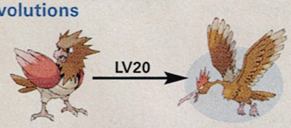
Attacks

Level	Attack
—	Peck
—	Growl
—	Leer
—	Fury Attack
26	Pursuit
32	Mirror Move
40	Drill Peck
47	Agility

Move Tutor

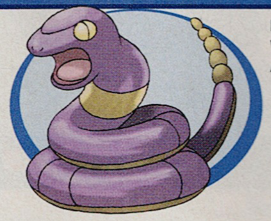
Attack
Double-Edge
Mimic
Substitute

Evolutions



023: Ekans™

POISON



Height: 6'07"
Weight: 15 lbs.
Ability: Shed Skin—*Ekans only has status effects for one turn. Has a 30% chance of working.*

Location(s)

Rarity: None

Trade from *FireRed*

Rarity: Common

Route 4
Route 8
Route 9
Route 10
Route 11
Route 23

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
HM04	Strength

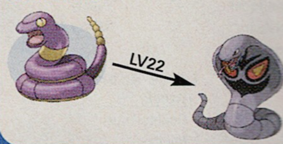
Attacks

Level	Attack
—	Wrap
—	Leer
8	Poison Sting
13	Bite
20	Glare
25	Screech
32	Acid
37	Stockpile
37	Swallow
37	Spit Up
44	Haze

Move Tutor

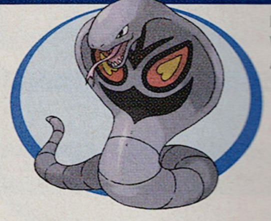
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Evolutions



024: Arbok™

POISON



Height: 11'06"
Weight: 143 lbs.
Ability: Shed Skin—*Arbok only has status effects for one turn. Has a 30% chance of working.*

Location(s)

Rarity: None

Trade from *FireRed*

Rarity: Rare

Route 23
Victory Road
Evolve Ekans

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
HM04	Strength

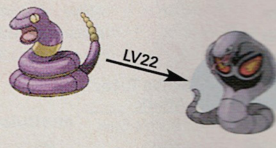
Attacks

Level	Attack
—	Wrap
—	Leer
—	Poison Sting
—	Bite
20	Glare
28	Screech
38	Acid
46	Stockpile
46	Swallow
46	Spit Up
56	Haze

Move Tutor

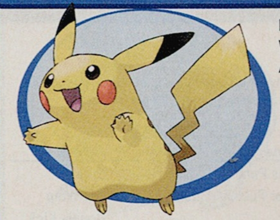
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Evolutions



025: Pikachu™

ELECTRIC



Height: 1'04"
Weight: 13 lbs.
Ability: Static—*The opponent has a 30% chance of being Paralyzed if it strikes Pikachu.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Thundershock
—	Growl
6	Tail Whip
8	Thunder Wave
11	Quick Attack
15	Double Team
20	Slam
26	Thunderbolt
33	Agility
41	Thunder
50	Light Screen

Move Tutor

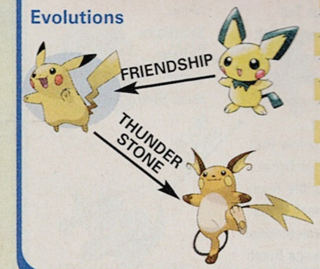
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

Location(s)

Rarity: Rare
Viridian Forest
Power Plant

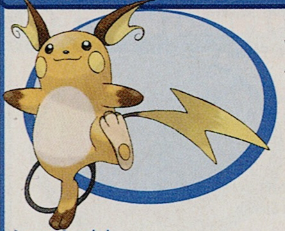
Rarity: Rare
Viridian Forest
Power Plant

Evolutions



026: Raichu™

ELECTRIC



Height: 2'07"
Weight: 66 lbs.
Ability: Static—*The opponent has a 30% chance of being Paralyzed if it strikes Raichu.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM15	Hyperbeam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Thundershock
—	Tail Whip
—	Quick Attack
—	Thunderbolt

Move Tutor

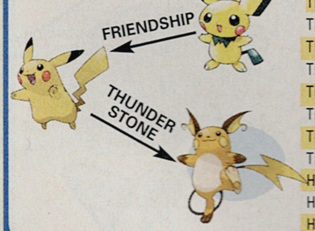
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

Location(s)

Rarity: Evolve
Evolve Pikachu

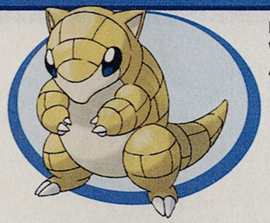
Rarity: Evolve
Evolve Pikachu

Evolutions



027: Sandshrew™

GROUND



Height: 2'00"
Weight: 26 lbs.
Ability: Sand Veil—*During a sandstorm, Sandshrew gains the ability to evade more moves.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
6	Defense Curl
11	Sand-Attack
17	Poison Sting
23	Slash
30	Swift
37	Fury Swipes
45	Sand Tomb
53	Sandstorm

Move Tutor

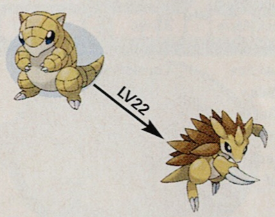
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
Route 4 Route 8 Route 9
Route 10 Route 11 Route 23

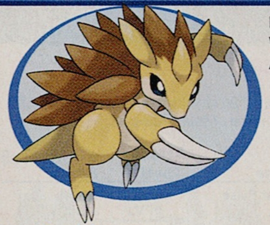
Rarity: None
Trade from *Ruby*, *Sapphire*, or *LeafGreen*

Evolutions



028: Sandslash™

GROUND



Height: 3'03"
Weight: 65 lbs.
Ability: Sand Veil—*During a sandstorm, Sandslash gains the ability to evade more moves.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Defense Curl
—	Sand-Attack
17	Poison Sting
24	Slash
33	Swift
42	Fury Swipes
52	Sand Tomb
62	Sandstorm

Move Tutor

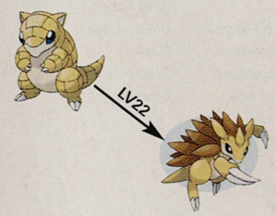
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
Route 23 Victory Road
Evolve Sandshrew

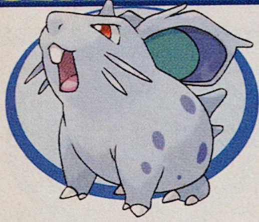
Rarity: None
Trade from *Ruby*, *Sapphire*, or *LeafGreen*
Evolve Sandshrew

Evolutions



029: Nidoran♀™

POISON



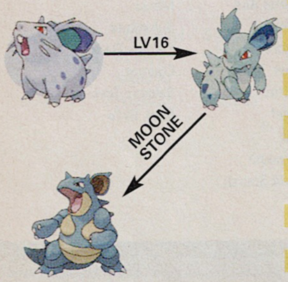
Height: 1'04"
Weight: 15 lbs.
Ability: Poison Point—*If an opponent is physically striking Nidoran♀, it has a 30% chance of being Poisoned.*

Location(s)

Rarity: Common
Route 3 Safari Zone

Rarity: Common
Route 3 Safari Zone

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM32	Double Team
TM34	Shock Wave
TM36	Sludge Bomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

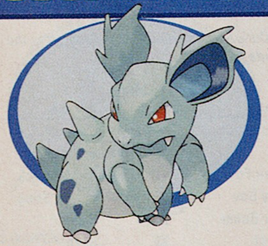
Level	Attack
—	Growl
—	Scratch
8	Tail Whip
12	Double Kick
17	Poison Sting
20	Bite
23	Helping Hand
30	Fury Swipes
38	Flatter
47	Crunch

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter

030: Nidorina™

POISON



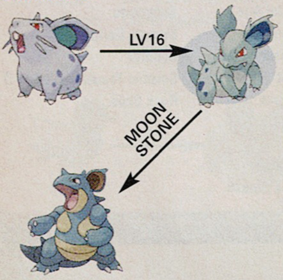
Height: 2'07"
Weight: 44 lbs.
Ability: Poison Point—*If an opponent is striking Nidorina, it has a 30% chance of being Poisoned.*

Location(s)

Rarity: Rare
Safari Zone Evolve Nidoran♀

Rarity: Rare
Safari Zone Evolve Nidoran♀

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM32	Double Team
TM34	Shock Wave
TM36	Sludge Bomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

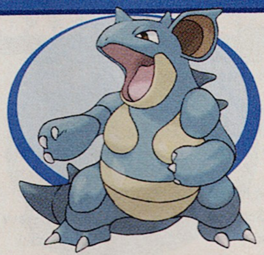
Level	Attack
—	Growl
—	Scratch
18	Poison Sting
22	Bite
26	Helping Hand
34	Fury Swipes
43	Flatter
53	Crunch

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter

031: Nidoqueen™

GROUND POISON



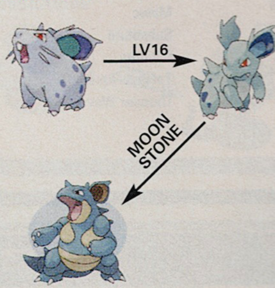
Height: 4'03"
Weight: 132 lbs.
Ability: Poison Point—*If an opponent is striking Nidoqueen, it has a 30% chance of being Poisoned.*

Location(s)

Rarity: Evolve
Evolve Nidorina

Rarity: Evolve
Evolve Nidorina

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Tail Whip
—	Double Kick
—	Poison Sting
22	Body Slam
43	Superpower

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

032: Nidoran♂™

POISON

Height: 1'08"
Weight: 20 lbs.
Ability: Poison Point—*If an opponent is striking Nidoran♂, it has a 30% chance of being Poisoned.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM32	Double Team
TM34	Shock Wave
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Leer
—	Peck
8	Focus Energy
12	Double Kick
17	Poison Sting
20	Horn Attack
23	Helping Hand
30	Fury Attack
38	Flatter
47	Horn Drill

Move Tutor

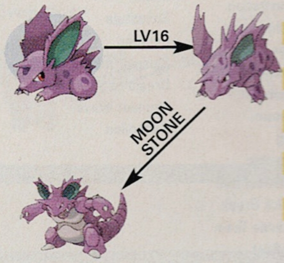
Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter

Location(s)

Rarity: Only One
Route 3 Safari Zone

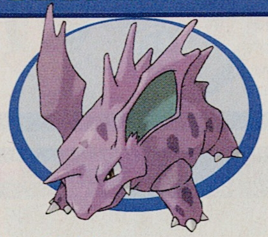
Rarity: Common
Route 3 Safari Zone

Evolutions



033: Nidorino™

POISON



Height: 2'11"
Weight: 43 lbs.
Ability: Poison Point—*If an opponent is striking Nidorino, it has a 30% chance of being Poisoned.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM32	Double Team
TM34	Shock Wave
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Leer
—	Peck
—	Focus Energy
—	Double Kick
18	Poison Sting
22	Horn Attack
26	Helping Hand
34	Fury Attack
43	Flatter
53	Horn Drill

Move Tutor

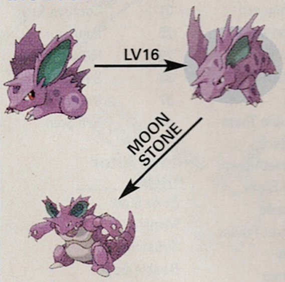
Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter

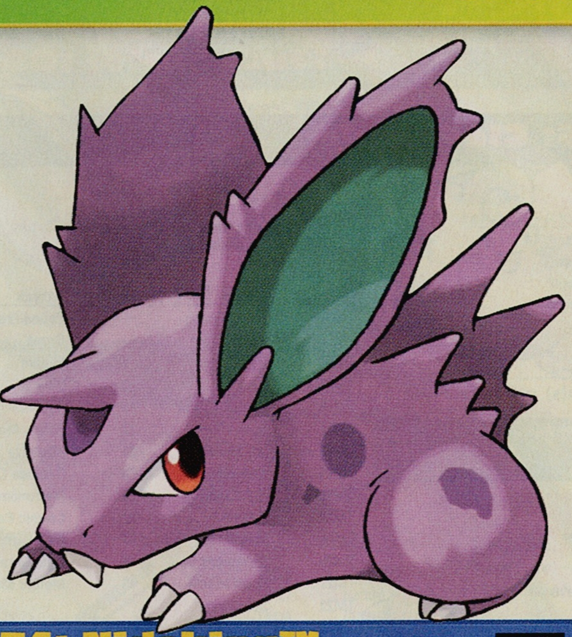
Location(s)

Rarity: Rare
Safari Zone Evolve Nidoran♂

Rarity: Rare
Safari Zone Evolve Nidoran♂

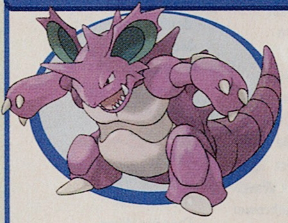
Evolutions





034: Nidoking™

POISON GROUND



Height: 4'07"
Weight: 137 lbs.
Ability: Poison Point—*If an opponent is striking Nidoking, it has a 30% chance of being Poisoned.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Poison Sting
—	Double Kick
—	Peck
—	Focus Energy
22	Thrash
43	Megahorn

Move Tutor

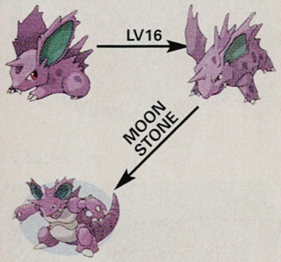
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Evolve
Evolve Nidorino

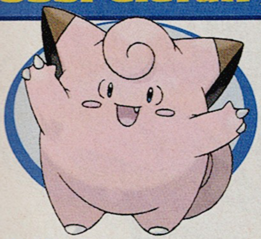
Rarity: Evolve
Evolve Nidorino

Evolutions



035: Clefairy™

NORMAL



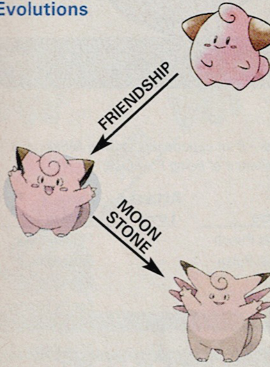
Height: 2'00"
Weight: 17 lbs.
Ability: Cute Charm—*If an opponent is striking Clefairy, it has a 30% chance of being Attracted.*

Location(s)

Rarity: Rare
Mt. Moon

Rarity: Rare
Mt. Moon

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM49	Snatch
HM04	Strength
HM05	Flash

Attacks

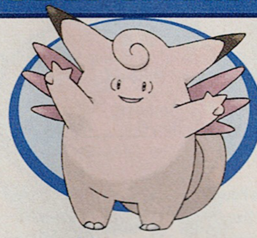
Level	Attack
—	Pound
—	Growl
5	Encore
9	Sing
13	Doubleslap
17	Follow Me
21	Minimize
25	Defense Curl
29	Metronome
33	Cosmic Power
37	Moonlight
41	Light Screen
45	Meteor Mash

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave
Softboiled

036: Clefable™

NORMAL



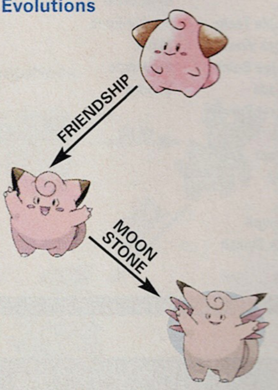
Height: 4'03"
Weight: 88 lbs.
Ability: Cute Charm—*If an opponent is striking Clefable, it has a 30% chance of being Attracted.*

Location(s)

Rarity: Evolve
Evolve Clefairy

Rarity: Evolve
Evolve Clefairy

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM49	Snatch
HM04	Strength
HM05	Flash

Attacks

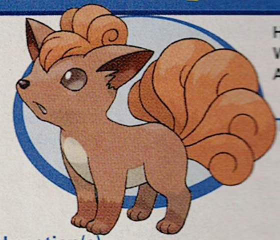
Level	Attack
—	Sing
—	Doubleslap
—	Minimize
—	Metronome

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave
Softboiled

037: Vulpix™

FIRE



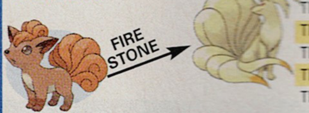
Height: 2'00"
Weight: 22 lbs.
Ability: Flash Fire—*Enhances the Fire-type moves and protects Vulpix from being damaged by Fire-type moves.*

Location(s)

Rarity: Common
Pokémon Mansion Route 7
Route 8

Rarity: None
Trade from *Ruby*, *Sapphire*, or *LeafGreen*

Evolutions



TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat

Attacks

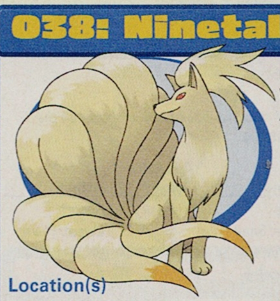
Level	Attack
—	Ember
5	Tail Whip
9	Roar
13	Quick Attack
17	Will-O-Wisp
21	Confuse Ray
25	Imprison
29	Flamethrower
33	Safeguard
37	Grudge
41	Fire Spin

Move Tutor

Attack
Body Slam
Mimic
Substitute
Double-Edge

038: Ninetales™

FIRE



Height: 3'07"
Weight: 44 lbs.
Ability: Flash Fire—*Enhances the Fire-type moves and protects Ninetales from being damaged by Fire-type moves.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat

Attacks

Level	Attack
—	Ember
—	Quick Attack
—	Confuse Ray
—	Safeguard
45	Fire Spin

Move Tutor

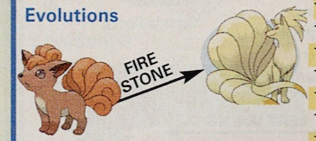
Attack
Body Slam
Mimic
Substitute
Double-Edge

Location(s)

Rarity: Evolve
Evolve Vulpix

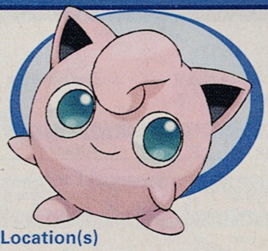
Rarity: None
Trade from *Ruby*, *Sapphire*, or *LeafGreen*

Evolutions



039: Jigglypuff™

NORMAL



Height: 1'08"
Weight: 12 lbs.
Ability: Cute Charm—*If an opponent is striking Jigglypuff, it has a 30% chance of being Attracted.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM49	Snatch
HM04	Strength
HM05	Flash

Attacks

Level	Attack
—	Sing
4	Defense Curl
9	Pound
14	Disable
19	Rollout
24	Doubleslap
29	Rest
34	Body Slam
39	Mimic
44	Hyper Voice
49	Double-Edge

Move Tutor

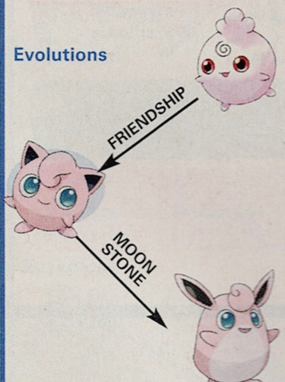
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

Location(s)

Rarity: Rare
Route 3

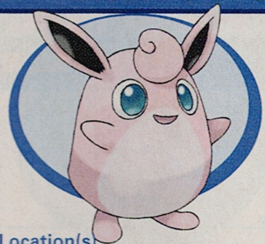
Rarity: Rare
Route 3

Evolutions



040: Wigglytuff™

NORMAL



Height: 3'03"
Weight: 26 lbs.
Ability: Cute Charm—*If an opponent is striking Wigglytuff, it has a 30% chance of being Attracted.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM49	Snatch
HM04	Strength
HM05	Flash

Attacks

Level	Attack
—	Sing
—	Disable
—	Defense Curl
—	Doubleslap

Move Tutor

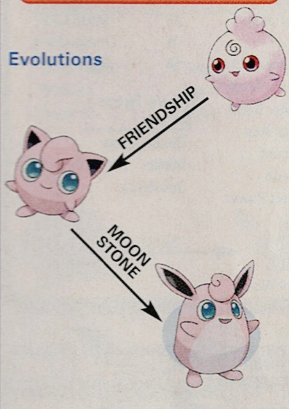
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

Location(s)

Rarity: Evolve
Evolve Jigglypuff

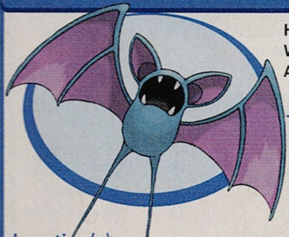
Rarity: Evolve
Evolve Jigglypuff

Evolutions



041: Zubat™

POISON FLYING



Height: 2'07"
Weight: 17 lbs.
Ability: Inner Focus—*Zubat no longer flinches.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
TM49	Snatch

Attacks

Level	Attack
—	Leech Life
6	Astonish
11	Supersonic
16	Bite
21	Wing Attack
26	Confuse Ray
31	Air Cutter
36	Mean Look
41	Poison Fang
46	Haze

Move Tutor

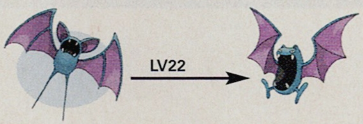
Attack
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Common
Ice Cave
Transformation Cave
Mt. Moon
Rock Tunnel
Victory Road

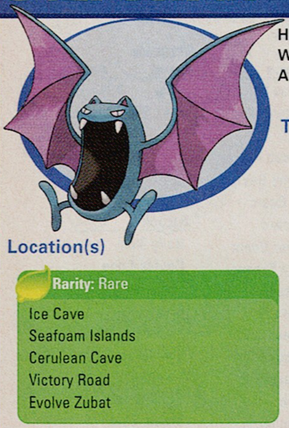
Rarity: Common
Ice Cave
Transformation Cave
Mt. Moon
Rock Tunnel
Victory Road

Evolutions



042: Golbat™

POISON FLYING



Height: 5'03"
Weight: 121 lbs.
Ability: Inner Focus—*Golbat no longer flinches.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
TM49	Snatch

Attacks

Level	Attack
—	Leech Life
—	Screech
—	Supersonic
—	Astonish
16	Bite
21	Wing Attack
28	Confuse Ray
35	Air Cutter
42	Mean Look
49	Poison Fang
56	Haze

Move Tutor

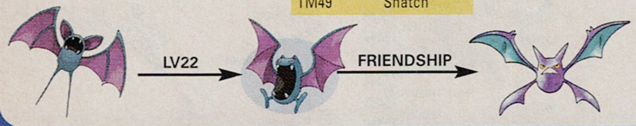
Attack
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Rare
Ice Cave
Seafoam Islands
Cerulean Cave
Victory Road
Evolve Zubat

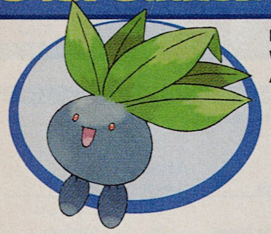
Rarity: Rare
Ice Cave
Seafoam Islands
Cerulean Cave
Victory Road
Evolve Zubat

Evolutions



043: Oddish™

GRASS POISON



Height: 1'08"
Weight: 12 lbs.
Ability: Chlorophyll—*Oddish's Speed is doubled when the Sunlight is strong.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Absorb
7	Sweet Scent
14	Poisonpowder
16	Stun Spore
18	Sleep Powder
23	Acid
32	Moonlight
39	Petal Dance

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance

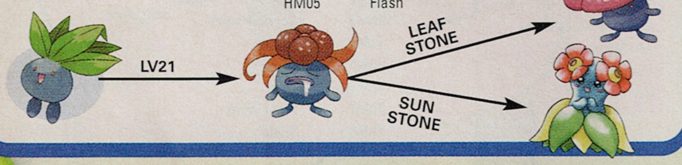
Location(s)

Rarity: None
Trade from *Ruby*, *Sapphire*, or *FireRed*

Rarity: Common

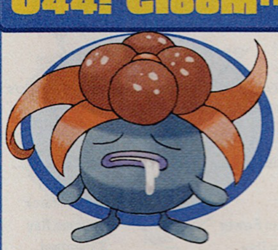
Two Island	Three Island	Six Island
Route 5	Route 6	Route 7
Route 12	Route 13	Route 14
Route 15	Route 24	Route 25

Evolutions



044: Gloom™

GRASS POISON



Height: 2'07"
Weight: 19 lbs.
Ability: Chlorophyll—*Gloom's Speed is doubled when the Sunlight is strong.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Absorb
—	Sweet Scent
—	Poisonpowder
16	Stun Spore
18	Sleep Powder
24	Acid
35	Moonlight
44	Petal Dance

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance

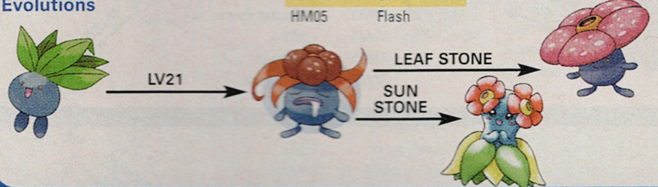
Location(s)

Rarity: None
Trade from *Ruby*, *Sapphire*, or *FireRed*
Evolve Oddish

Rarity: Rare

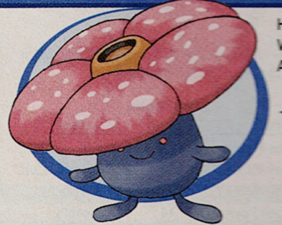
Two Island	Three Island	Six Island
Route 12	Route 13	Route 14
Route 15		
Evolve Oddish		

Evolutions



045: Vileplume™

GRASS POISON



Height: 3'11"
Weight: 41 lbs.
Ability: Chlorophyll—*Vileplume's Speed is doubled when the Sunlight is strong.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Absorb
—	Aromatherapy
—	Stun Spore
—	Mega Drain
44	Petal Dance

Move Tutor

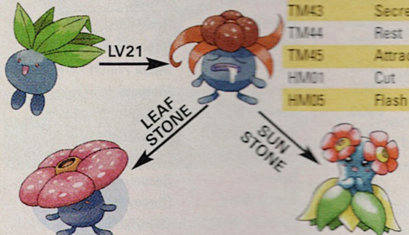
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

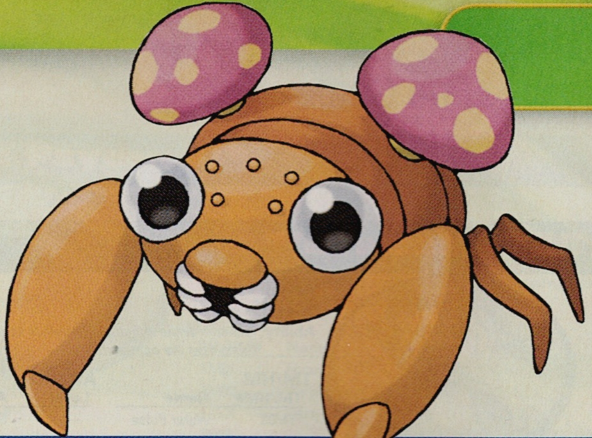
Location(s)

Rarity: None
Trade from *Ruby*, *Sapphire*, or *FireRed*

Rarity: Evolve
Evolve Gloom

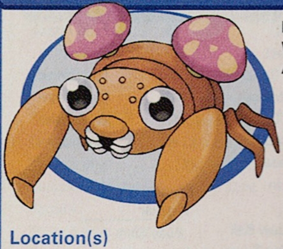
Evolutions





046: Paras™

BUG GRASS



Height: 1'00"
Weight: 12 lbs.
Ability: Effect Spore—*The opponent has a 10% chance of being Paralyzed, Poisoned, or put to Sleep if it hits Paras.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
7	Stun Spore
13	Poisonpowder
19	Leech Life
25	Spore
31	Slash
37	Growth
43	Giga Drain
49	Aromatherapy

Move Tutor

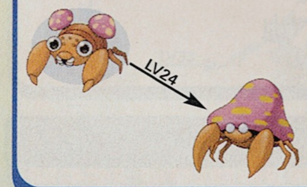
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter

Location(s)

Rarity: Common
Mt. Moon Safari Zone

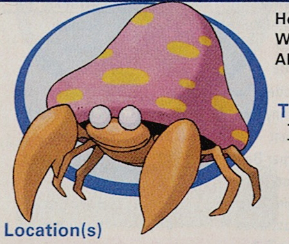
Rarity: Common
Mt. Moon Safari Zone

Evolutions



047: Parasect™

BUG GRASS



Height: 3'03"
Weight: 65 lbs.
Ability: Effect Spore—*The opponent has a 10% chance of being Paralyzed, Poisoned, or put to Sleep if it hits Parasect.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Stun Spore
—	Poisonpowder
27	Spore
35	Slash
43	Growth
51	Giga Drain
59	Aromatherapy

Move Tutor

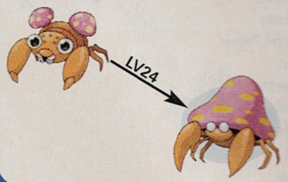
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter

Location(s)

Rarity: Rare
Safari Zone Cerulean Cave
Evolve Paras

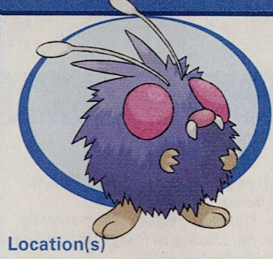
Rarity: Rare
Safari Zone Cerulean Cave
Evolve Paras

Evolutions



048: Venonat™

BUG POISON



Height: 3'03"
Weight: 33 lbs.
Ability: Compoundeyes—*Venonat's Accuracy is raised by 30%.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Disable
—	Foresight
9	Supersonic
17	Confusion
20	Poisonpowder
25	Leech Life
28	Stun Spore
33	Psybeam
36	Sleep Powder
41	Psychic

Move Tutor

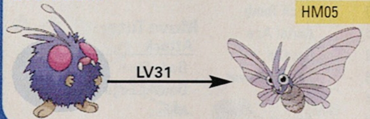
Attack
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Common
Three Island Route 12
Route 13 Route 14
Route 15 Safari Zone

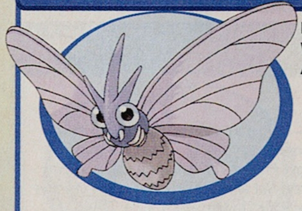
Rarity: Common
Three Island Route 12
Route 13 Route 14
Route 15 Safari Zone

Evolutions



049: Venomoth™

BUG POISON



Height: 4'11"
Weight: 28 lbs.
Ability: Shield Dust—*Venomoth is protected from being struck by extra effects of moves.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Disable
—	Foresight
—	Silver Wind
—	Supersonic
31	Gust
36	Psybeam
42	Sleep Powder
52	Psychic

Move Tutor

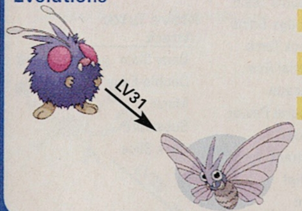
Attack
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Rare
Three Island Safari Zone
Evolve Venonat

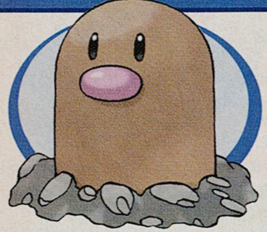
Rarity: Rare
Three Island Safari Zone
Evolve Venonat

Evolutions



050: Diglett™

GROUND



Height: 0'08"
Weight: 2 lbs.
Abilities: Sand Veil—*During a Sandstorm, Diglett is able to evade more moves.*
Arena Trap—*Prevents an opponent from escaping during battle. Not effective on Flying-type Pokémon or those with the Levitate ability.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Sand-Attack
5	Growl
9	Magnitude
17	Dig
21	Fury Swipes
25	Mud-Slap
33	Slash
41	Earthquake
49	Fissure

Move Tutor

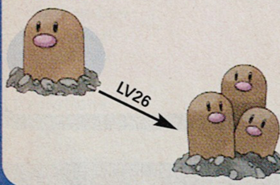
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Common
Diglett's Cave

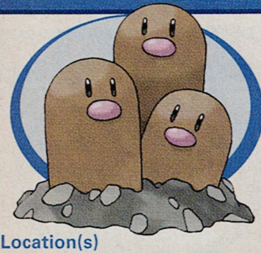
Rarity: Common
Diglett's Cave

Evolutions



051: Dugtrio™

GROUND



Height: 2'04"
Weight: 73 lbs.
Abilities: Sand Veil—*During a Sandstorm, Dugtrio is able to evade more moves.*
Arena Trap—*Prevents an opponent from escaping during battle. Not effective on Flying-type Pokémon or those with the Levitate ability.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Sand-Attack
—	Tri Attack
—	Growl
26	Sand Tomb
38	Slash
51	Earthquake
64	Fissure

Move Tutor

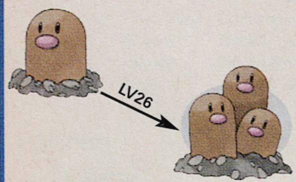
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Rare
Diglett's Cave Evolve Diglett

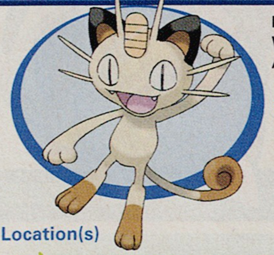
Rarity: Rare
Diglett's Cave Evolve Diglett

Evolutions



052: Meowth™

NORMAL



Height: 1'04"
Weight: 9 lbs.
Ability: Pickup—*While in battle, Meowth is able to Pickup Items from the opponent.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Scratch
—	Growl
10	Bite
18	Pay Day
25	Faint Attack
31	Screech
36	Fury Swipes
40	Slash
43	Fake Out
45	Swagger

Move Tutor

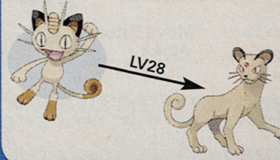
Attack
Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Common
One Island Two Island Three Island
Five Island Six Island Seven Island
Route 5 Route 6 Route 7
Route 8

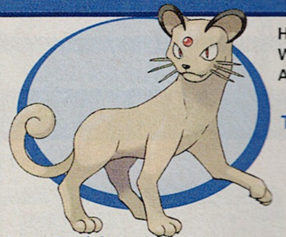
Rarity: Common
One Island Two Island Three Island
Five Island Six Island Seven Island
Route 5 Route 6 Route 7
Route 8

Evolutions



053: Persian™

NORMAL



Height: 3'03"
Weight: 71 lbs.
Ability: Limber—*Protects Persian from being Paralyzed.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Scratch
—	Growl
—	Bite
—	Pay Day
—	Faint Attack
34	Screech
42	Fury Swipes
49	Slash
55	Fake Out
61	Swagger

Move Tutor

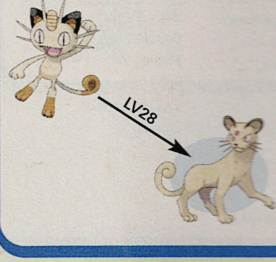
Attack
Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Rare
One Island Two Island Three Island
Five Island Six Island
Seven Island Evolve Meowth

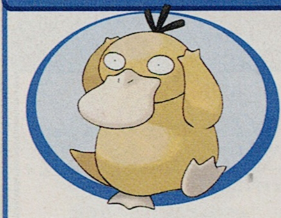
Rarity: Rare
One Island Two Island Three Island
Five Island Six Island
Seven Island Evolve Meowth

Evolutions



054: Psyduck™

WATER



Height: 2'07"
Weight: 43 lbs.
Abilities: Damp—*This ability prevents the opponent from using Selfdestruct or Explosion when Psyduck is in battle.* Cloud Nine—*This ability prevents weather effects on all Pokémon while Psyduck is in that battle.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM05	Flash
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Water Sport
—	Scratch
5	Tail Whip
10	Disable
16	Confusion
23	Screech
31	Psych Up
40	Fury Swipes
50	Hydro Pump

Move Tutor

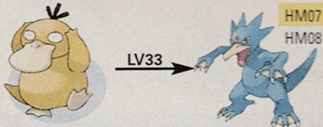
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

Location(s)

Rarity: None
Trade from *FireRed*, *Ruby*, or *Sapphire*

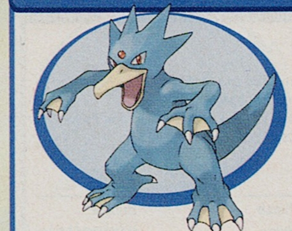
Rarity: Common
One Island
Three Island
Seven Island
Celadon City
Viridian City
Seafoam Islands
Two Island
Five Island
Cerulean Cave
Cerulean City
Fuchsia City
Safari Zone
Route 4
Route 6 (Fish and Surf)
Route 8
Route 11
Route 13
Route 19
Route 21
Route 23
Route 25
Route 10
Route 12
Route 14
Route 20
Route 22
Route 24

Evolutions



055: Golduck™

WATER



Height: 5'07"
Weight: 169 lbs.
Abilities: Damp—*This ability prevents the opponent from using Selfdestruct or Explosion when Golduck is in battle.* Cloud Nine—*This ability prevents weather effects on all Pokémon while Golduck is in that battle.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM05	Flash
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Water Sport
—	Scratch
—	Tail Whip
—	Disable
16	Confusion
23	Screech
31	Psych Up
44	Fury Swipes
58	Hydro Pump

Move Tutor

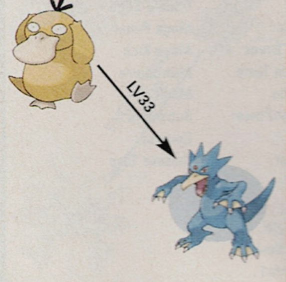
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

Location(s)

Rarity: None
Trade from *FireRed*, *Ruby*, or *Sapphire*

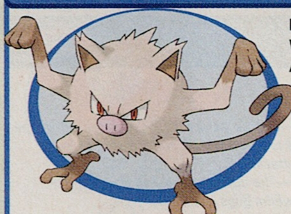
Rarity: Rare
Cerulean Cave
Three Island
Evolve Psyduck
Two Island
Seafoam Islands

Evolutions



056: Mankey™

FIGHTING



Height: 1'08"
Weight: 62 lbs.
Ability: Vital Spirit—*Protects Mankey from being put to Sleep.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Leer
6	Low Kick
11	Karate Chop
16	Fury Swipes
21	Focus Energy
26	Seismic Toss
31	Cross Chop
36	Swagger
41	Screech
46	Thrash

Move Tutor

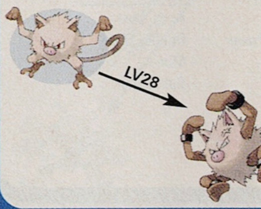
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Seismic Toss
Rock Slide
Counter
Metronome

Location(s)

Rarity: Common
Route 3
Route 23
Route 4
Rock Tunnel
Route 22

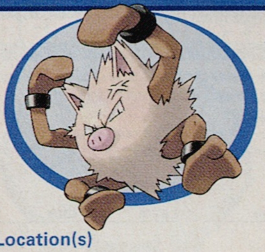
Rarity: Common
Route 3
Route 23
Route 4
Rock Tunnel
Route 22

Evolutions



057: Primeape™

FIGHTING



Height: 3'03"
Weight: 71 lbs.
Ability: Vital Spirit—*Protects Primeape from being put to Sleep.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Leer
—	Low Kick
—	Rage
26	Seismic Toss
35	Cross Chop
44	Swagger
53	Screech
62	Thrash

Move Tutor

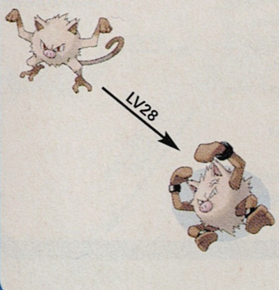
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Seismic Toss
Rock Slide
Counter
Metronome

Location(s)

Rarity: Rare
Route 23
Cerulean Cave
Victory Road
Evolve Mankey

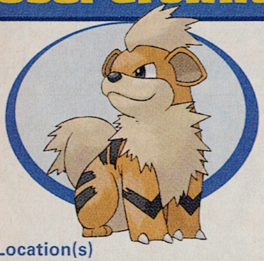
Rarity: Rare
Route 23
Cerulean Cave
Victory Road
Evolve Mankey

Evolutions



058: Growlithe™

FIRE



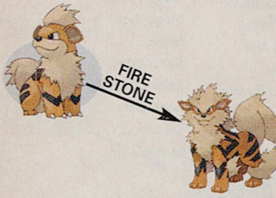
Height: 2'04"
Weight: 42 lbs.
Abilities: Flash Fire—*Raises the power of Growlithe's Fire-type moves and prevents it from being damaged by Fire-type attacks.*
Intimidate—*The opponent's attack power lowers when Growlithe goes into battle.*

Location(s)

Rarity: None
Trade from *FireRed*

Rarity: Rare
Route 6
Route 7
Pokémon Mansion

Evolutions



TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

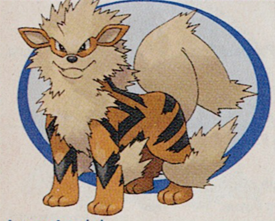
Level	Attack
—	Bite
—	Roar
7	Ember
13	Leer
19	Odor Sleuth
25	Take Down
31	Flame Wheel
37	Helping Hand
43	Agility
49	Flamethrower

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

059: Arcanine™

FIRE



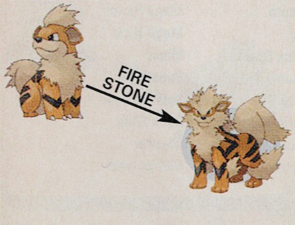
Height: 6'03"
Weight: 341.7 lbs.
Abilities: Flash Fire—*Raises the power of Arcanine's Fire-type moves and prevents it from being damaged by Fire-type attacks.*
Intimidate—*The opponent's attack power lowers when Arcanine goes into battle.*

Location(s)

Rarity: None
Trade from *FireRed*

Rarity: Evolve
Evolve Growlithe

Evolutions



TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

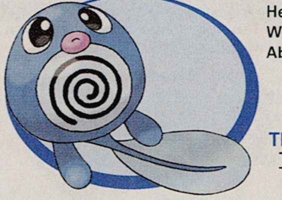
Level	Attack
—	Bite
—	Roar
—	Ember
—	Odor Sleuth
49	Extremespeed

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

060: Poliwag™

WATER



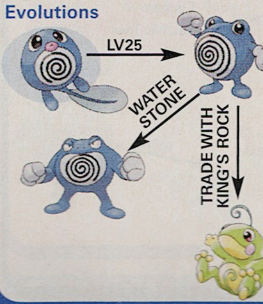
Height: 2'00"
Weight: 27 lbs.
Abilities: Damp—*No one can use Selfdestruct or Explosion while Poliwag is in battle.*
Water Absorb—*When a Water attack hits Poliwag, it gains 1/4 of its HPs back.*

Location(s)

Rarity: Common
Two Island
Four Island
Six Island
Viridian City
Safari Zone
Cerulean Cave

Rarity: Common
Two Island
Four Island
Six Island
Viridian City
Safari Zone
Cerulean Cave

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM28	Dig
TM29	Psychic
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

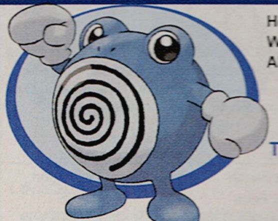
Level	Attack
—	Bubble
7	Hypnosis
13	Water Gun
19	Doubleslap
25	Rain Dance
31	Body Slam
37	Belly Drum
43	Hydro Pump

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

061: Poliwhirl™

WATER



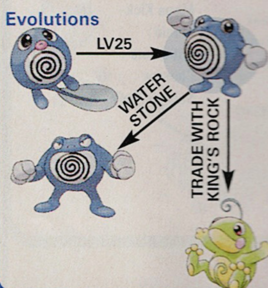
Height: 3'03"
Weight: 44 lbs.
Abilities: Damp—*No one can use Selfdestruct or Explosion while Poliwhirl is in battle.*
Water Absorb—*When a Water attack hits Poliwhirl, it gains 1/4 of its HPs back.*

Location(s)

Rarity: Common
Two Island
Four Island
Six Island
Cerulean Cave
Evolve Poliwag

Rarity: Rare
Two Island
Four Island
Six Island
Cerulean Cave
Evolve Poliwag

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM29	Psychic
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

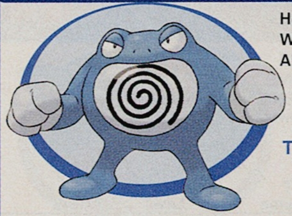
Level	Attack
—	Bubble
—	Hypnosis
—	Water Gun
27	Rain Dance
35	Body Slam
43	Belly Drum
51	Hydro Pump

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss

062: Poliwrath™

WATER FIGHTING



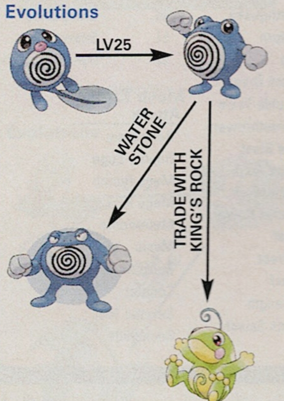
Height: 4'03"
Weight: 119 lbs.
Abilities: Damp—*No one can use Selfdestruct or Explosion while Poliwrath is in battle.*
Water Absorb—*When a water attack hits Poliwrath, it gains 1/4 of its HPs back.*

Location(s)

Rarity: Evolve
Evolve Poliwhirl

Rarity: Evolve
Evolve Poliwhirl

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM08	Bulk Up
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM29	Psychic
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

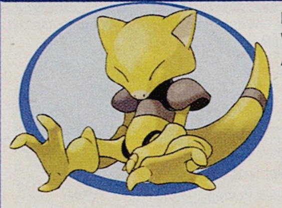
Level	Attack
—	Hypnosis
—	Water Gun
—	Doubleslap
—	Submission
51	Mind Reader

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss

063: Abra™

PSYCHIC



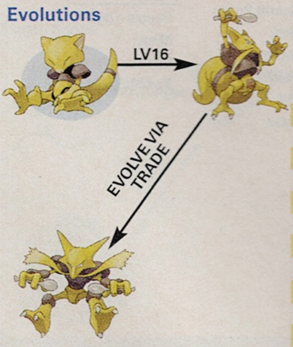
Height: 2'11"
Weight: 43 lbs.
Abilities: Synchronize—*When an opponent inflicts a Poison, Paralyze, or Burn condition on Abra, it receives the same status ailment.*
Inner Focus—*Prevents Abra from Flinching.*

Location(s)

Rarity: Rare
Route 24 Route 25

Rarity: Rare
Route 24 Route 25

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM05	Flash

Attacks

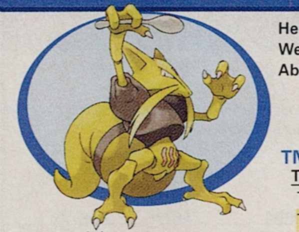
Level	Attack
—	Teleport

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

064: Kadabra™

PSYCHIC



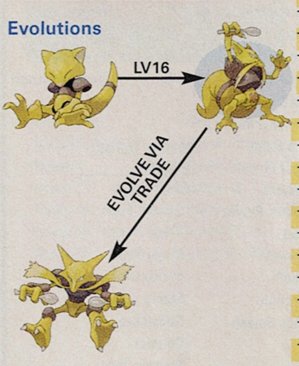
Height: 4'03"
Weight: 125 lbs.
Abilities: Synchronize—*When an opponent inflicts a Poison, Paralyze, or Burn condition on Kadabra, it receives the same status ailment.*
Inner Focus—*Prevents Kadabra from Flinching.*

Location(s)

Rarity: Rare
Cerulean Cave Evolve Abra

Rarity: Rare
Cerulean Cave Evolve Abra

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM05	Flash

Attacks

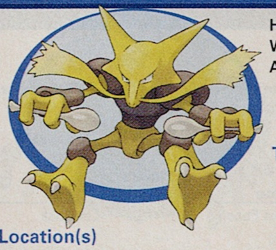
Level	Attack
—	Teleport
—	Kinesis
—	Confusion
18	Disable
21	Psybeam
23	Reflect
25	Recover
30	Future Sight
33	Role Play
36	Psychic
43	Trick

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

065: Alakazam™

PSYCHIC



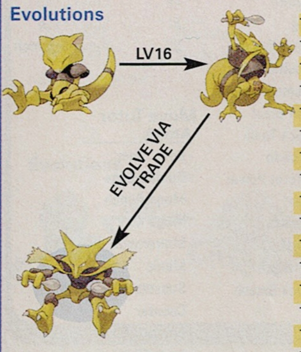
Height: 4'11"
Weight: 106 lbs.
Abilities: Synchronize—*When an opponent inflicts a Poison, Paralyze, or Burn condition on Alakazam, it receives the same status ailment.*
Inner Focus—*Prevents Alakazam from Flinching.*

Location(s)

Rarity: Evolve
Evolve Kadabra

Rarity: Evolve
Evolve Kadabra

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM05	Flash

Attacks

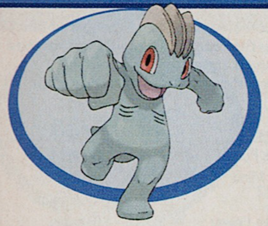
Level	Attack
—	Teleport
—	Kinesis
—	Confusion
18	Disable
21	Psybeam
23	Reflect
25	Recover
30	Future Sight
33	Calm Mind
36	Psychic
43	Trick

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

066: Machop™

FIGHTING



Height: 2'07"
Weight: 43 lbs.
Ability: Guts—*When Machop has a status condition, its Attack Power multiplies by 1.5.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Low Kick
—	Leer
7	Focus Energy
13	Karate Chop
19	Seismic Toss
22	Foresight
25	Revenge
31	Vital Throw
37	Submission
40	Cross Chop
43	Scary Face
49	Dynamicpunch

Move Tutor

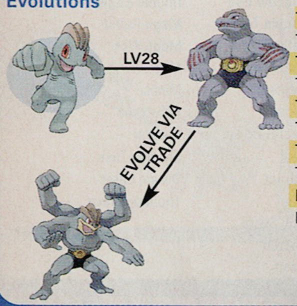
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Common
One Island
Victory Road
Rock Tunnel

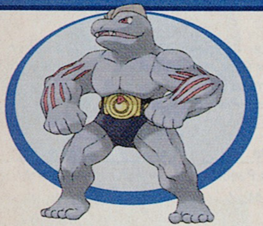
Rarity: Common
One Island
Victory Road
Rock Tunnel

Evolutions



067: Machoke™

FIGHTING



Height: 4'01"
Weight: 155 lbs.
Ability: Guts—*When Machoke has a status condition, its Attack Power multiplies by 1.5.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Low Kick
—	Leer
—	Focus Energy
13	Karate Chop
19	Seismic Toss
22	Foresight
25	Revenge
33	Vital Throw
41	Submission
46	Cross Chop
51	Scary Face
59	Dynamicpunch

Move Tutor

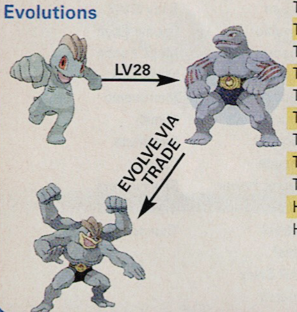
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
Victory Road
One Island
Evolve Machop

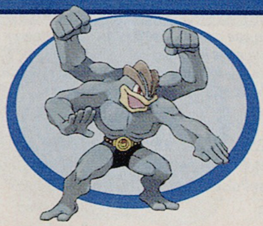
Rarity: Rare
Victory Road
One Island
Evolve Machop

Evolutions



068: Machamp™

FIGHTING



Height: 5'03"
Weight: 287 lbs.
Ability: Guts—*When Machamp has a status condition, its Attack Power multiplies by 1.5.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Low Kick
—	Leer
—	Focus Energy
13	Karate Chop
19	Seismic Toss
22	Foresight
25	Revenge
33	Vital Throw
41	Submission
46	Cross Chop
51	Scary Face
59	Dynamicpunch

Move Tutor

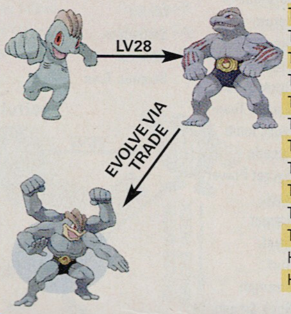
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Evolve
Evolve Machoke

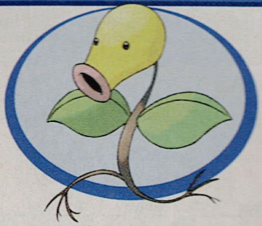
Rarity: Evolve
Evolve Machoke

Evolutions



069: Bellsprout™

GRASS POISON



Height: 2'04"
Weight: 9 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Bellsprout's Speed doubles.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Vine Whip
6	Growth
11	Wrap
15	Sleep Powder
17	Poisonpowder
19	Stun Spore
23	Acid
30	Sweet Scent
37	Razor Leaf
45	Slam

Move Tutor

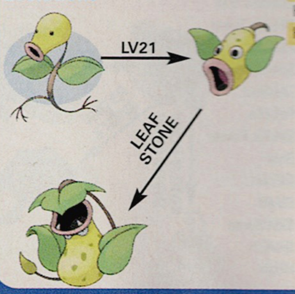
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Common
Two Island
Six Island
Route 5
Route 6
Route 7
Route 12
Route 13
Route 14
Route 15

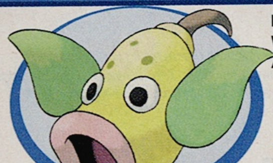
Rarity: None
Trade from *LeafGreen*

Evolutions



070: Weepinbell™

GRASS POISON



Height: 3'03"
Weight: 14 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Weepinbell's Speed doubles.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Growth
—	Wrap
—	Sleep Powder
—	Poisonpowder
—	Vine Whip
24	Acid
33	Sweet Scent
42	Razor Leaf
54	Slam

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

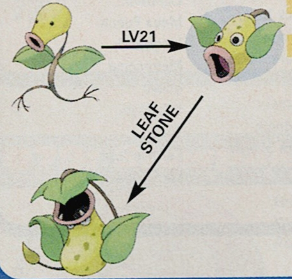
Rarity: Rare

Two Island
Six Island
Route 12
Route 13
Route 14
Route 15
Evolve Bellsprout

Rarity: None

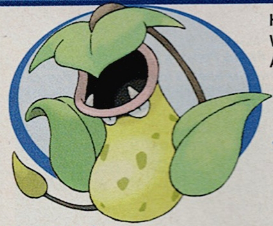
Trade from *LeafGreen*

Evolutions



071: Victreebel™

GRASS POISON



Height: 5'07"
Weight: 34 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Victreebel's Speed doubles.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Stockpile
—	Spit Up
—	Swallow
—	Sleep Powder
—	Razor Leaf
—	Vine Whip
—	Sweet Scent

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

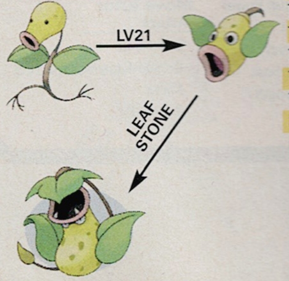
Rarity: Evolve

Evolve Weepinbell

Rarity: None

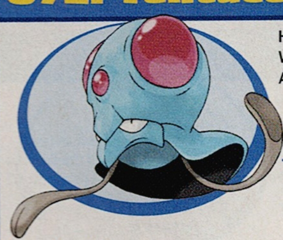
Trade from *LeafGreen*

Evolutions



072: Tentacool™

WATER POISON



Height: 2'11"
Weight: 100 lbs.
Abilities: Clear Body—*Protects Tentacool from getting its stats lowered.*
Liquid Ooze—*Causes damage to opponents when they try to absorb HP from Tentacool.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Poison Sting
6	Supersonic
12	Constrict
19	Acid
25	Bubblebeam
30	Wrap
36	Barrier
43	Screech
49	Hydro Pump

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

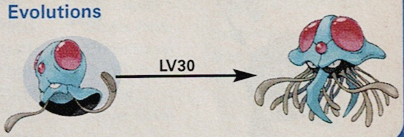
Rarity: Rare

One Island
Five Island
Six Island
Seven Island
Route 4
Route 10
Route 11
Route 12
Route 13
Route 19
Route 20
Route 21
Route 24
Celadon City
Vermilion City

Rarity: Common

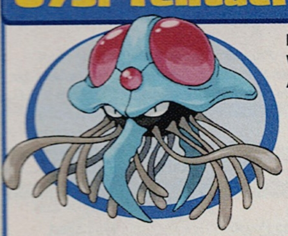
One Island
Five Island
Six Island
Seven Island
Route 4
Route 10
Route 11
Route 12
Route 13
Route 19
Route 20
Route 21
Route 24
Celadon City
Vermilion City

Evolutions



073: Tentacruel™

WATER POISON



Height: 5'03"
Weight: 121 lbs.
Abilities: Clear Body—*Protects Tentacruel from getting its stats lowered.*
Liquid Ooze—*Causes damage to opponents when they try to absorb HP from Tentacruel.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Poison Sting
—	Supersonic
—	Constrict
19	Acid
25	Bubblebeam
30	Wrap
38	Barrier
47	Screech
55	Hydro Pump

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

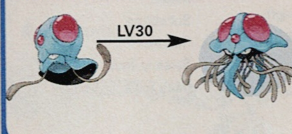
Rarity: Rare

One Island
Five Island
Six Island
Seven Island
Evolve Tentacool

Rarity: Rare

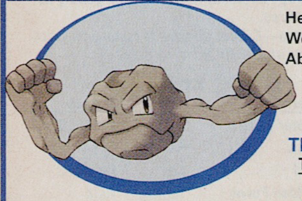
One Island
Five Island
Six Island
Seven Island
Evolve Tentacool

Evolutions



074: Geodude™

ROCK GROUND



Height: 1'04"
Weight: 44 lbs.
Abilities: Rock Head—*Protects Geodude from receiving recoil damage from Submission, Take Down, and Double-Edge.* Sturdy—*Prevents Geodude from receiving a one hit KO.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Defense Curl
6	Mud Sport
11	Rock Throw
16	Magnitude
21	Selfdestruct
26	Rollout
31	Rock Blast
36	Earthquake
41	Explosion
46	Double-Edge

Move Tutor

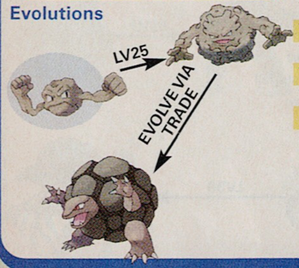
Attack
Body Slam
Double-Edge
Explosion
Mega Punch
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Common
One Island
Seven Island
Victory Road
Mt. Moon
Cerulean Cave
Rock Tunnel

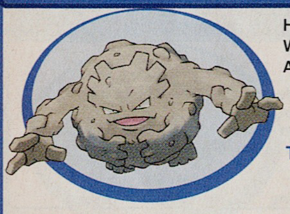
Rarity: Common
One Island
Seven Island
Victory Road
Mt. Moon
Cerulean Cave
Rock Tunnel

Evolutions



075: Graveler™

ROCK GROUND



Height: 3'03"
Weight: 232 lbs.
Abilities: Rock Head—*Protects Graveler from receiving recoil damage from Submission, Take Down, and Double-Edge.* Sturdy—*Prevents Graveler from receiving a one hit KO.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Defense Curl
—	Mud Sport
—	Rock Throw
16	Magnitude
21	Selfdestruct
29	Rollout
37	Rock Blast
45	Earthquake
53	Explosion
62	Double-Edge

Move Tutor

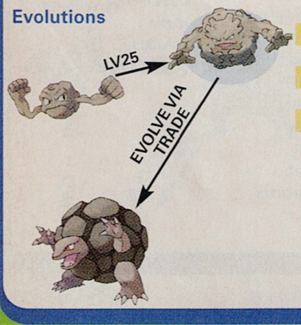
Attack
Body Slam
Double-Edge
Explosion
Mega Punch
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
One Island
Seven Island
Cerulean Cave
Rock Tunnel
Evolve Geodude

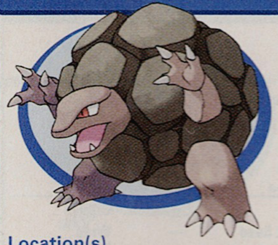
Rarity: Rare
One Island
Seven Island
Cerulean Cave
Rock Tunnel
Evolve Geodude

Evolutions



076: Golem™

ROCK GROUND



Height: 4'07"
Weight: 662 lbs.
Abilities: Rock Head—*Protects Golem from receiving recoil damage from Submission, Take Down, and Double-Edge.* Sturdy—*Prevents Golem from receiving a one hit KO.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Defense Curl
—	Mud Sport
—	Rock Throw
16	Magnitude
21	Selfdestruct
29	Rollout
37	Rock Blast
45	Earthquake
53	Explosion
62	Double-Edge

Move Tutor

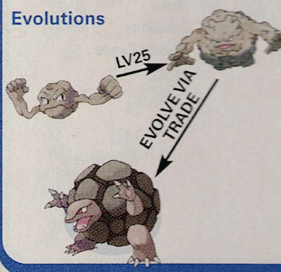
Attack
Body Slam
Double-Edge
Explosion
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Evolve
Evolve Graveler

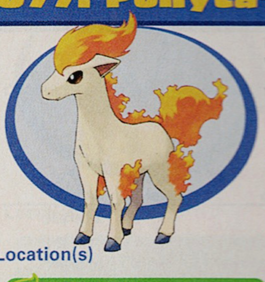
Rarity: Evolve
Evolve Graveler

Evolutions



077: Ponyta™

FIRE



Height: 3'03"
Weight: 66 lbs.
Abilities: Flash Fire—*Raises Ponyta's Fire-type attacks; prevents Fire-type attacks from damaging Ponyta.* Run Away—*Allows Ponyta to escape from Wild Pokémon.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM04	Strength

Attacks

Level	Attack
—	Quick Attack
5	Growl
9	Tail Whip
14	Ember
40	Fury Attack
45	Bounce
53	Fire Blast

Move Tutor

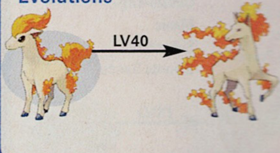
Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Common
One Island

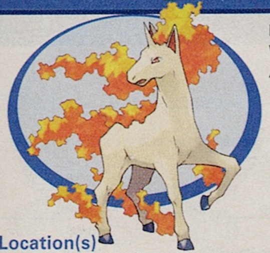
Rarity: Common
One Island

Evolutions



078: Rapidash™

FIRE



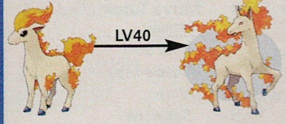
Height: 5'07"
Weight: 209 lbs.
Abilities: Flash Fire—*Raises Rapidash's Fire-type attacks; prevents Fire-type attacks from damaging Rapidash.*
Run Away—*Allows Rapidash to escape from Wild Pokémon.*

Location(s)

Rarity: Rare
One Island
Evolve Ponyta

Rarity: Rare
One Island
Evolve Ponyta

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM04	Strength

Attacks

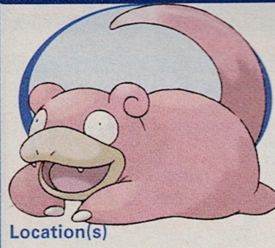
Level	Attack
—	Quick Attack
—	Growl
—	Tail Whip
—	Ember
40	Fury Attack
50	Bounce
63	Fire Blast

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

079: Slowpoke™

WATER PSYCHIC



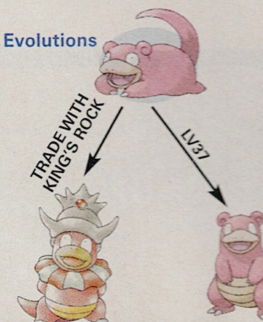
Height: 3'11"
Weight: 79 lbs.
Abilities: Oblivious—*Prevents Slowpoke from being Attracted.*
Own Tempo—*Prevents Slowpoke from being Confused.*

Location(s)

Rarity: Common
One Island
Two Island
Four Island
Five Island
Six Island
Seven Island
Route 4
Route 10
Route 11
Route 12
Route 13
Route 14
Route 19
Route 20
Route 21
Route 24
Route 25
Fuchsia City
Vermilion City
Viridian City
Cerulean Cave
Safari Zone

Rarity: None
Trade from *LeafGreen*

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM48	Skill Swap
HM03	Surf
HM04	Strength
HM05	Flash
HM08	Dive

Attacks

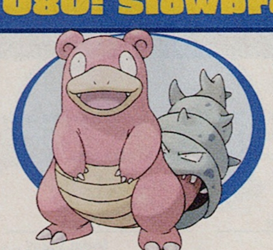
Level	Attack
—	Curse
—	Tackle
—	Yawn
6	Growl
13	Water Gun
17	Confusion
24	Disable
29	Headbutt
36	Amnesia
40	Psychic
47	Psych Up

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Dream Eater
Thunder Wave

080: Slowbro™

WATER PSYCHIC



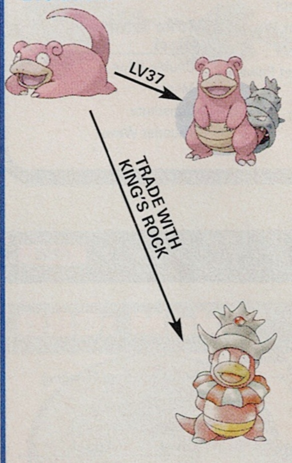
Height: 5'3"
Weight: 173 lbs.
Abilities: Oblivious—*Prevents Slowbro from being Attracted.*
Own Tempo—*Prevents Slowbro from being Confused.*

Location(s)

Rarity: Common
Two Island
Seafoam Islands

Rarity: None
Trade from *LeafGreen*

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM48	Skill Swap
HM03	Surf
HM04	Strength
HM05	Flash
HM06	Rock Smash
HM08	Dive

Attacks

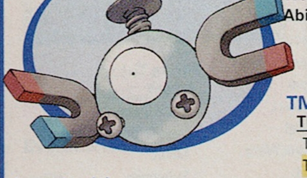
Level	Attack
—	Curse
—	Tackle
—	Yawn
—	Growl
37	Withdraw
44	Psychic
55	Psych Up

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

081: Magnemite™

ELECTRIC STEEL



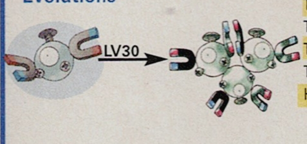
Height: 1'00"
Weight: 13 lbs.
Abilities: Magnet Pull—*Other Steel types cannot escape while Magnemite is in battle.*
Sturdy—*A one hit KO cannot hit Magnemite.*

Location(s)

Rarity: Common
Power Plant

Rarity: Common
Power Plant

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
HM05	Flash

Attacks

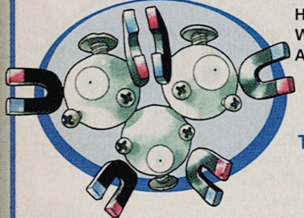
Level	Attack
—	Metal Sound
—	Tackle
6	Thundershock
11	Supersonic
16	Sonicboom
21	Thunder Wave
26	Spark
32	Lock-On
38	Swift
44	Screech
50	Zap Cannon

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave

082: Magneton™

ELECTRIC STEEL



Height: 3'03"
Weight: 132 lbs.
Abilities: Magnet Pull—*Other Steel types cannot escape while Magneton is in battle.*
Sturdy—*A one hit KO cannot hit Magneton.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
HM05	Flash

Attacks

Level	Attack
—	Metal Sound
—	Tackle
—	Thundershock
—	Supersonic
16	Sonicboom
21	Thunder Wave
26	Spark
35	Lock-on
44	Tri Attack
53	Screech
62	Zap Cannon

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave

Location(s)

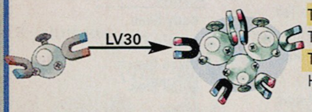
Rarity: Common

Power Plant	Cerulean Cave
Evolve Magnemite	

Rarity: Common

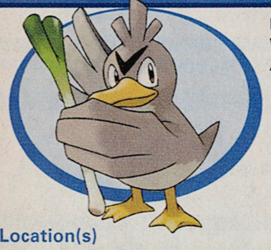
Power Plant	Cerulean Cave
Evolve Magnemite	

Evolutions



083 Farfetch'd™

NORMAL FLYING



Height: 2'07"
Weight: 33 lbs.
Abilities: Keen Eye—*Prevents Farfetch'd from having its Accuracy lowered.*
Inner Focus—*Prevents Farfetch'd from Flinching.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM01	Cut
HM02	Fly

Attacks

Level	Attack
—	Peck
6	Sand-Attack
11	Leer
16	Fury Attack
21	Knock Off
26	Fury Cutter
31	Swords Dance
36	Agility
41	Slash
46	False Swipe

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Only One

Trade for Spearow in Vermilion City

Rarity: Only One

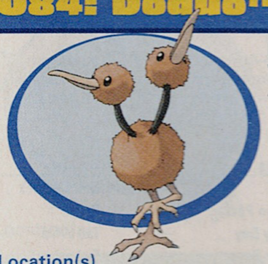
Trade for Spearow in Vermilion City

Evolutions

Does not evolve

084: Doduo™

NORMAL FLYING



Height: 4'07"
Weight: 86 lbs.
Abilities: Run Away—*Allows Doduo to escape from Wild Pokémon.*
Early Bird—*Allows Doduo to wake up earlier when put to Sleep.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

Attacks

Level	Attack
—	Peck
—	Growl
9	Pursuit
13	Fury Attack
21	Tri Attack
25	Rage
33	Uproar
37	Drill Peck
45	Agility

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

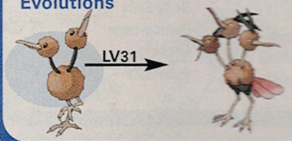
Rarity: Common

Route 16	Route 17
Route 18	Safari Zone

Rarity: Common

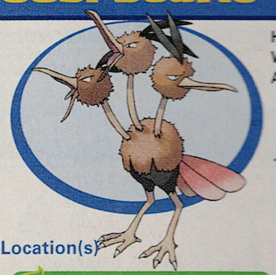
Route 16	Route 17
Route 18	Safari Zone

Evolutions



085: Dodrio™

NORMAL FLYING



Height: 5'11"
Weight: 188 lbs.
Abilities: Run Away—*Allows Dodrio to escape from Wild Pokémon.*
Early Bird—*Allows Dodrio to wake up earlier when put to Sleep.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly

Attacks

Level	Attack
—	Peck
—	Growl
—	Pursuit
—	Fury Attack
21	Tri Attack
25	Rage
38	Uproar
47	Drill Peck
60	Agility

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

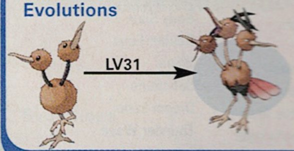
Rarity: Evolve

Evolve Doduo

Rarity: Evolve

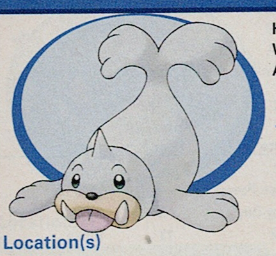
Evolve Doduo

Evolutions



086: Seel™

WATER



Height: 3'07"
Weight: 198 lbs.
Ability: Thick Fat—*The effect of Ice- and Fire-type moves an opponent uses on Seel are halved.*

Location(s)

Rarity: Common
Seafoam Islands | Ice Cave

Rarity: Common
Seafoam Islands | Ice Cave

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM07	Waterfall
HM08	Dive

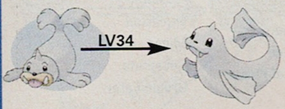
Attacks

Level	Attack
—	Headbutt
9	Growl
17	Icy Wind
21	Aurora Beam
29	Rest
37	Take Down
41	Ice Beam
49	Safeguard

Move Tutor

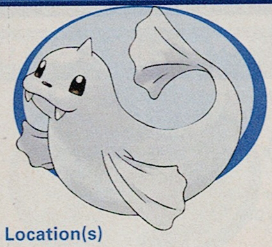
Attack
Body Slam
Double-Edge
Mimic
Substitute

Evolutions



087: Dewgong™

WATER ICE



Height: 5'07"
Weight: 265 lbs.
Ability: Thick Fat—*The effect of Ice- and Fire-type moves an opponent uses on Dewgong are halved.*

Location(s)

Rarity: Rare
Seafoam Islands | Ice Cave
Evolve Seel

Rarity: Rare
Seafoam Islands | Ice Cave
Evolve Seel

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM07	Waterfall
HM08	Dive

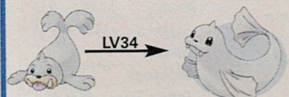
Attacks

Level	Attack
—	Signal Beam
—	Headbutt
—	Growl
—	Icy Wind
—	Aurora Beam
34	Sheer Cold
42	Take Down
51	Ice Beam
64	Safeguard

Move Tutor

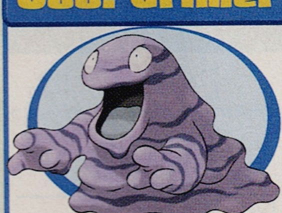
Attack
Body Slam
Double-Edge
Mimic
Substitute

Evolutions



088: Grimer™

POISON



Height: 2'11"
Weight: 66 lbs.
Abilities: Stench—*When Grimer is in the first slot, the chances of running into a Wild Pokémon decrease.*
Sticky Hold—*Prevents an opponent from stealing a Hold Item Grimer may have.*

Location(s)

Rarity: Common
Rocket Hideout | Pokémon Mansion

Rarity: Common
Rocket Hideout | Pokémon Mansion

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM39	Rock Tomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief

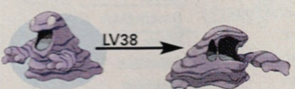
Attacks

Level	Attack
—	Poison Gas
—	Pound
4	Harden
8	Disable
13	Sludge
19	Minimize
26	Screech
34	Acid Armor
43	Sludge Bomb
53	Memento

Move Tutor

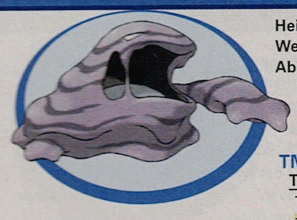
Attack
Double-Edge
Explosion
Mimic
Substitute
Body Slam

Evolutions



089: Muk™

POISON



Height: 3'11"
Weight: 66 lbs.
Abilities: Stench—*When Muk is in the first slot, the chances of running into a Wild Pokémon decrease.*
Sticky Hold—*Prevents an opponent from stealing a Hold Item Muk may have.*

Location(s)

Rarity: Rare
Pokémon Mansion | Evolve Grimer

Rarity: Evolve
Pokémon Mansion | Evolve Grimer

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM39	Rock Tomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

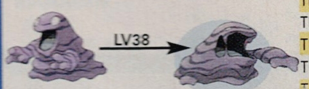
Attacks

Level	Attack
—	Poison Gas
—	Pound
—	Harden
8	Disable
13	Sludge
19	Minimize
26	Screech
34	Acid Armor
47	Sludge Bomb
61	Memento

Move Tutor

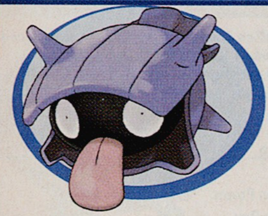
Attack
Double-Edge
Explosion
Mimic
Substitute
Body Slam

Evolutions



090: Shellder™

WATER



Height: 1'00"
Weight: 9 lbs.
Ability: Shell Armor—*Shellder is protected from being struck by Critical Hits.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM08	Dive

Attacks

Level	Attack
—	Tackle
—	Withdraw
8	Icicle Spear
15	Supersonic
22	Aurora Beam
29	Protect
36	Leer
43	Clamp
50	Ice Beam

Move Tutor

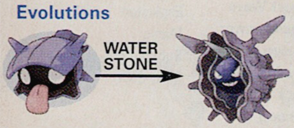
Attack
Double-Edge
Mimic
Substitute
Explosion

Location(s)

Rarity: None
Trade from *FireRed*

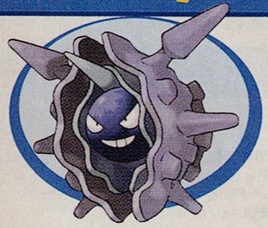
Rarity: Common
One Island
Five Island
Vermilion City

Evolutions



091: Cloyster™

WATER ICE



Height: 4'11"
Weight: 292 lbs.
Ability: Shell Armor—*Cloyster is protected from being struck by Critical Hits.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM08	Dive

Attacks

Level	Attack
—	Withdraw
—	Supersonic
—	Aurora Beam
—	Protect
36	Spikes
43	Spike Cannon

Move Tutor

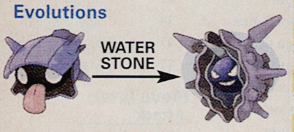
Attack
Double-Edge
Mimic
Substitute
Explosion

Location(s)

Rarity: None
Trade from *FireRed*
Evolve Shellder

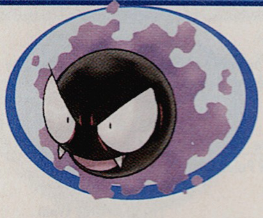
Rarity: Evolve
Evolve Shellder

Evolutions



092: Gastly™

GHOST POISON



Height: 4'03"
Weight: 0.2 lbs.
Ability: Levitate—*Protects Gastly from Ground-type attacks.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM24	Thunderbolt
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM36	Sludge Bomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch

Attacks

Level	Attack
—	Lick
—	Hypnosis
8	Spite
13	Curse
16	Night Shade
21	Confuse Ray
28	Dream Eater
33	Destiny Bond
36	Shadow Ball
41	Nightmare
48	Mean Look

Move Tutor

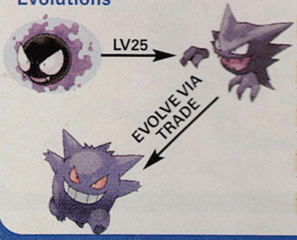
Attack
Explosion
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Common
Five Island
Pokémon Tower

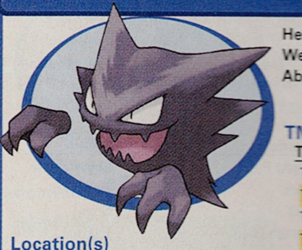
Rarity: Common
Five Island
Pokémon Tower

Evolutions



093: Haunter™

GHOST POISON



Height: 5'03"
Weight: 0.2 lbs.
Ability: Levitate—*Protects Haunter from Ground-type attacks.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM24	Thunderbolt
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM36	Sludge Bomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch

Attacks

Level	Attack
—	Lick
—	Hypnosis
—	Spite
25	Shadow Punch
31	Dream Eater
39	Destiny Bond
45	Shadow Ball
53	Nightmare
64	Mean Look

Move Tutor

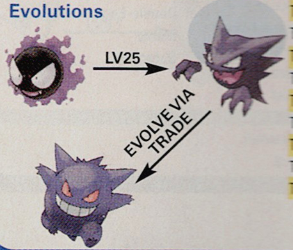
Attack
Explosion
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Common
Five Island
Pokémon Tower
Evolve Gastly

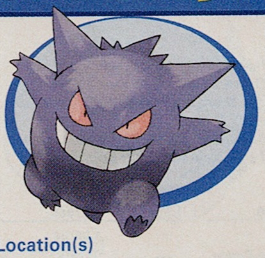
Rarity: Common
Five Island
Pokémon Tower
Evolve Gastly

Evolutions



094: Gengar™

GHOST POISON



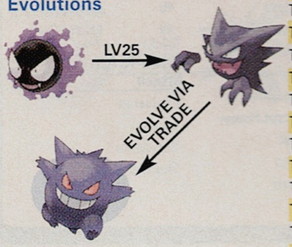
Height: 4'11"
Weight: 89 lbs.
Ability: Levitate—*Protects Gengar from Ground-type attacks.*

Location(s)

Rarity: Evolve
Evolve Haunter

Rarity: Evolve
Evolve Haunter

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM36	Sludge Bomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM04	Strength
HM06	Rock Smash

Attacks

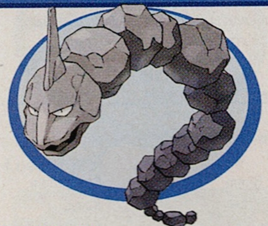
Level	Attack
—	Lick
—	Hypnosis
—	Spite
25	Shadow Punch
31	Dream Eater
39	Destiny Bond
45	Shadow Ball
53	Nightmare
64	Mean Look

Move Tutor

Attack
Body Slam
Explosion
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Double-Edge

095: Onix™

ROCK GROUND



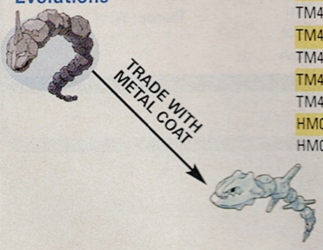
Height: 28'10"
Weight: 463 lbs.
Abilities: Sturdy—*Prevents a one hit KO from hitting Onix.*
Rock Head—*Prevents Onix from receiving recoil damage.*

Location(s)

Rarity: Common
Victory Road
Seven Island
Rock Tunnel

Rarity: Common
Victory Road
Seven Island
Rock Tunnel

Evolutions



TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

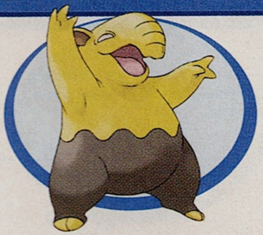
Level	Attack
—	Tackle
—	Screech
8	Bind
12	Rock Throw
19	Harden
23	Rage
30	Dragonbreath
34	Sandstorm
41	Slam
45	Iron Tail
52	Sand Tomb
56	Double-Edge

Move Tutor

Attack
Double-Edge
Explosion
Mimic
Substitute
Rock Slide
Body Slam

096: Drowzee™

PSYCHIC



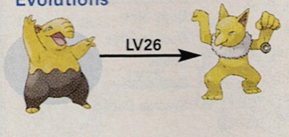
Height: 3'03"
Weight: 71 lbs.
Ability: Insomnia—*Protects Drowzee from an opponent's Sleep attack.*

Location(s)

Rarity: Common
Three Island
Route 11

Rarity: Common
Three Island
Route 11

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM05	Flash

Attacks

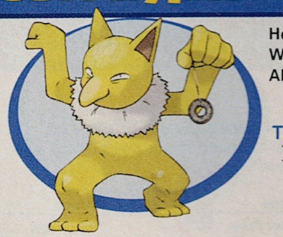
Level	Attack
—	Pound
—	Hypnosis
7	Disable
11	Confusion
17	Headbutt
21	Poison Gas
27	Meditate
31	Psychic
37	Psych Up
41	Swagger
47	Future Sight

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

097: Hypno™

PSYCHIC



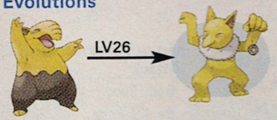
Height: 5'03"
Weight: 167 lbs.
Ability: Insomnia—*Protects Hypno from an opponent's Sleep attack.*

Location(s)

Rarity: Common
Three Island
Evolve Drowzee

Rarity: Common
Three Island
Evolve Drowzee

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM05	Flash

Attacks

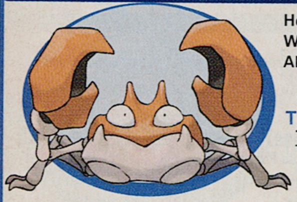
Level	Attack
—	Nightmare
—	Pound
—	Hypnosis
—	Disable
—	Confusion
29	Meditate
35	Psychic
43	Psych Up
45	Swagger
57	Future Sight

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

098: Krabby™

WATER



Height: 1'04"
Weight: 14 lbs.
Abilities: Shell Armor—*Protects Krabby from critical hits.*
Hyper Cutter—*Prevents Krabby's attack power from being reduced.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM28	Dig
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM08	Dive

Attacks

Level	Attack
—	Bubble
5	Leer
12	Vicegrip
16	Harden
23	Mud Shot
27	Stomp
34	Guillotine
38	Protect
45	Crabhammer
49	Flail

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

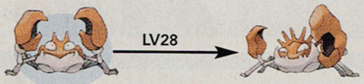
Rarity: Common

One Island	Five Island
Six Island	Seven Island
Route 4	Route 10
Route 11	Route 12
Route 13	Route 19
Route 20	Route 21
Route 24	Vermilion City

Rarity: Common

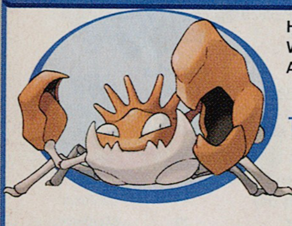
One Island	Five Island
Six Island	Seven Island
Route 4	Route 10
Route 11	Route 12
Route 13	Route 19
Route 20	Route 21
Route 24	Vermilion City

Evolutions



099: Kingler™

WATER



Height: 4'03"
Weight: 132 lbs.
Ability: Shell Armor—*Protects Kingler from Critical Hits.*
Hyper Cutter—*Prevents Kingler's attack power from being reduced.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM28	Dig
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM08	Dive

Attacks

Level	Attack
—	Metal Claw
—	Bubble
—	Leer
—	Vicegrip
—	Harden
—	Mud Shot
—	Stomp
38	Guillotine
42	Protect
57	Crabhammer
65	Flail

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

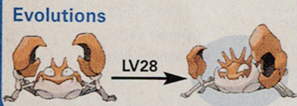
Rarity: Rare

One Island	Three Island
Five Island	Six Island
Seven Island	Route 19
Route 20	Route 21
Evolve Krabby	

Rarity: Rare

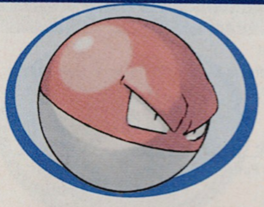
Evolve Krabby

Evolutions



100: Voltorb™

ELECTRIC



Height: 1'08"
Weight: 23 lbs.
Abilities: Soundproof—*Prevents Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar from hitting Voltorb.*
Static—*The opponent has a 30% chance of being Paralyzed if a physical attack hits Voltorb.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM12	Taunt
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM46	Thief
HM05	Flash

Attacks

Level	Attack
—	Charge
—	Tackle
8	Screech
15	Sonicboom
21	Spark
27	Selfdestruct
32	Rollout
37	Light Screen
42	Swift
46	Explosion
49	Mirror Coat

Move Tutor

Attack
Explosion
Mimic
Substitute
Thunder Wave

Location(s)

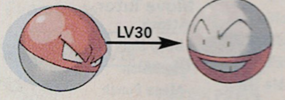
Rarity: Common

Power Plant	Route 10

Rarity: Common

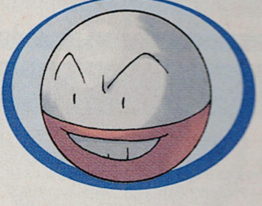
Power Plant	Route 10

Evolutions



101: Electrode™

ELECTRIC



Height: 3'11"
Weight: 147 lbs.
Abilities: Soundproof—*Prevents Electrode from being hit by Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar.*
Static—*The opponent has a 30% chance of being Paralyzed if a physical attack hits Electrode.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM12	Taunt
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM46	Thief
HM05	Flash

Attacks

Level	Attack
—	Charge
—	Tackle
—	Screech
—	Sonicboom
21	Spark
27	Selfdestruct
34	Rollout
41	Light Screen
48	Swift
54	Explosion
59	Mirror Coat

Move Tutor

Attack
Explosion
Mimic
Substitute
Thunder Wave

Location(s)

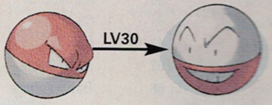
Rarity: Rare

Cerulean Cave	Evolve Voltorb

Rarity: None

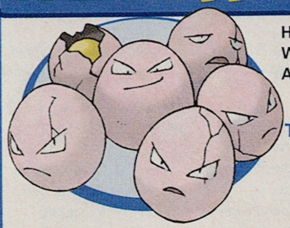
Evolve Voltorb

Evolutions



102: Exeggcute™

GRASS PSYCHIC



Height: 1'04"
Weight: 6 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Exeggcute's Speed doubles.*

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM04	Strength
HM05	Flash

Attacks

Level	Attack
—	Barrage
—	Hypnosis
—	Uproar
7	Reflect
13	Leech Seed
19	Confusion
25	Stun Spore
31	Poisonpowder
37	Sleep Powder
43	Solarbeam

Move Tutor

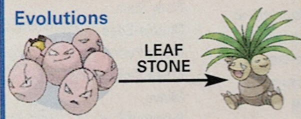
Attack
Double-Edge
Explosion
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Common
Safari Zone

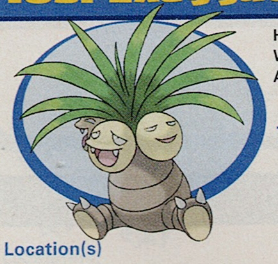
Rarity: Common
Safari Zone

Evolutions



103: Exeggutor™

GRASS PSYCHIC



Height: 6'07"
Weight: 265 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Exeggutor's Speed doubles.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM32	Double Team
TM33	Reflect
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM04	Strength
HM05	Flash

Attacks

Level	Attack
—	Barrage
—	Hypnosis
—	Confusion
19	Stomp
31	Egg Bomb

Move Tutor

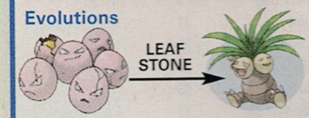
Attack
Double-Edge
Explosion
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Evolve
Evolve Exeggcute

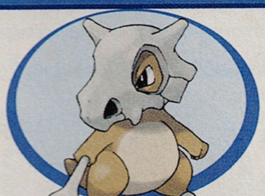
Rarity: Evolve
Evolve Exeggcute

Evolutions



104: Cubone™

GROUND



Height: 1'04"
Weight: 14 lbs.
Abilities: Lightningrod—*All Electric attacks go toward Cubone during a 2-on-2 Battle.*
Rock Head—*Protects Cubone from recoil damage.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Growl
5	Tail Whip
9	Bone Club
13	Headbutt
17	Leer
21	Focus Energy
25	Bonemerang
29	Rage
33	False Swipe
37	Thrash
41	Bone Rush
45	Double-Edge

Move Tutor

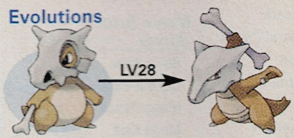
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
Pokémon Tower Seven Island

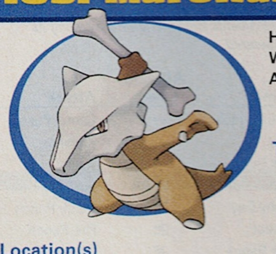
Rarity: Rare
Pokémon Tower Seven Island

Evolutions



105: Marowak™

GROUND



Height: 3'03"
Weight: 99 lbs.
Abilities: Lightningrod—*All Electric attacks go toward Marowak during a 2-on-2 Battle.*
Rock Head—*Protects Marowak from recoil damage.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Growl
—	Tail Whip
—	Bone Club
—	Headbutt
32	Rage
39	False Swipe
46	Thrash
53	Bone Rush
61	Double-Edge

Move Tutor

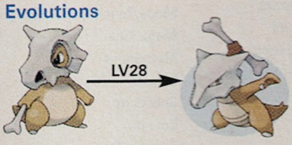
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
Victory Road Seven Island
Evolve Cubone

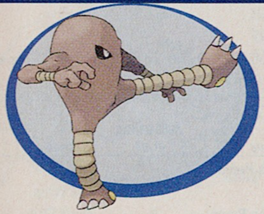
Rarity: Rare
Victory Road Seven Island
Evolve Cubone

Evolutions



106: Hitmonlee™

FIGHTING



Height: 4'11"
Weight: 110 lbs.
Ability: Limber—*Protects Hitmonlee from being Paralyzed.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Double Kick
—	Revenge
6	Meditate
11	Rolling Kick
16	Jump Kick
20	Brick Break
21	Focus Energy
26	Hi Jump Kick
31	Mind Reader
36	Foresight
41	Endure
46	Mega Kick
51	Reversal

Move Tutor

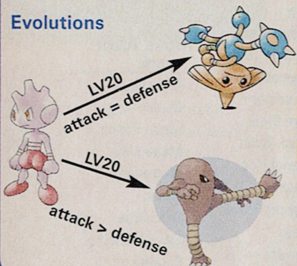
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Only One
Fighting Dojo

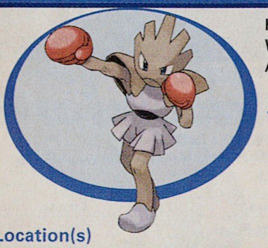
Rarity: Only One
Fighting Dojo

Evolutions



107: Hitmonchan™

FIGHTING



Height: 4'7"
Weight: 111 lbs.
Ability: Keen Eye—*Prevents Hitmonchan from having its Accuracy lowered.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Comet Punch
—	Revenge
7	Agility
13	Pursuit
20	Mach Punch
26	Fire Punch
26	Ice Punch
26	Thunderpunch
32	Sky Uppercut
38	Mega Punch
44	Detect
50	Counter

Move Tutor

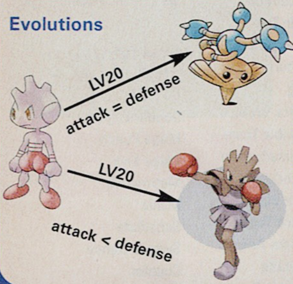
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Only One
Fighting Dojo

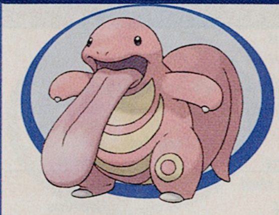
Rarity: Only One
Fighting Dojo

Evolutions



108: Lickitung™

FIGHTING



Height: 3'11"
Weight: 144 lbs.
Abilities: Oblivious—*Prevents Lickitung from being Attracted.*
Own Tempo—*Prevents Lickitung from being Confused.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Lick
7	Supersonic
12	Defense Curl
18	Knock Off
23	Stomp
29	Wrap
34	Disable
40	Slam
45	Screech
51	Refresh

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide
Dream Eater

Location(s)

Rarity: Only One
Trade for Slowbro on Route 18

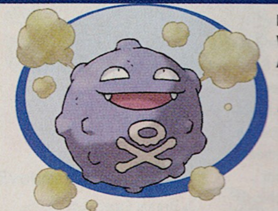
Rarity: Only One
Trade for Golduck on Route 18

Evolutions

Does not evolve

109: Koffing™

POISON



Height: 2'00"
Weight: 2 lbs.
Ability: Levitate—*Protects Koffing from being hit by Ground-type attacks.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

Attacks

Level	Attack
—	Poison Gas
—	Tackle
9	Smog
17	Selfdestruct
21	Sludge
25	Smokescreen
33	Haze
41	Explosion
45	Destiny Bond
49	Memento

Move Tutor

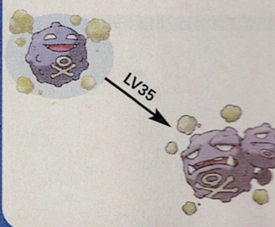
Attack
Explosion
Mimic
Substitute

Location(s)

Rarity: Common
Pokémon Mansion

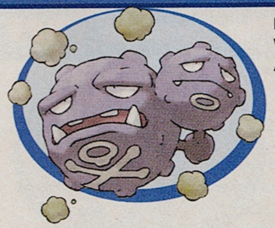
Rarity: Common
Pokémon Mansion

Evolutions



110: Weezing™

POISON



Height: 3'11"
Weight: 21 lbs.
Ability: Levitate—*Protects Weezing from being hit by Ground-type attacks.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

Attacks

Level	Attack
—	Poison Gas
—	Tackle
—	Smog
—	Selfdestruct
21	Sludge
25	Smokescreen
33	Haze
44	Explosion
51	Destiny Bond
58	Memento

Move Tutor

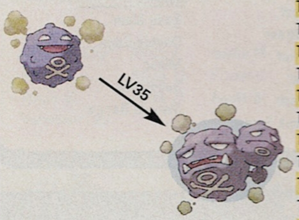
Attack
Explosion
Mimic
Substitute

Location(s)

Rarity: Evolve
Evolve Koffing

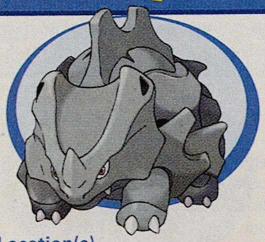
Rarity: Rare
Pokémon Mansion

Evolutions



111: Rhyhorn™

GROUND ROCK



Height: 3'03"
Weight: 254 lbs.
Abilities: Rock Head—*Prevents Rhyhorn from taking recoil damage from Submission, Take Down, and Double-Edge.*
Lightningrod—*In a 2-on-2 Battle, Electric-type moves attack Rhyhorn.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Horn Attack
—	Tail Whip
10	Stomp
15	Fury Attack
24	Scary Face
29	Rock Blast
38	Horn Drill
43	Take Down
52	Earthquake
57	Megahorn

Move Tutor

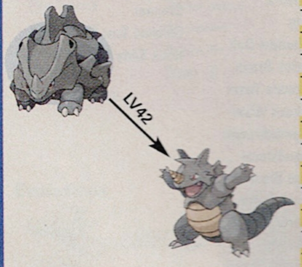
Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Rock Slide

Location(s)

Rarity: Rare
Safari Zone

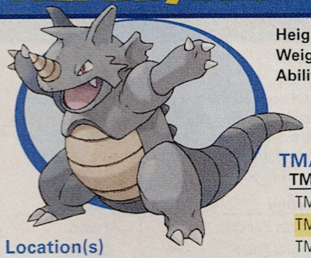
Rarity: Rare
Safari Zone

Evolutions



112: Rhydon™

GROUND ROCK



Height: 6'03"
Weight: 265 lbs.
Abilities: Rock Head—*Prevents Rhydon from taking recoil damage from Submission, Take Down, and Double-Edge.*
Lightningrod—*In a 2-on-2 Battle, Electric-type moves attack Rhydon.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Horn Attack
—	Tail Whip
—	Stomp
—	Fury Attack
24	Scary Face
29	Rock Blast
38	Horn Drill
46	Take Down
58	Earthquake
66	Megahorn

Move Tutor

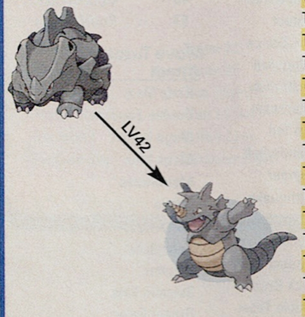
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Evolve
Evolve Rhyhorn

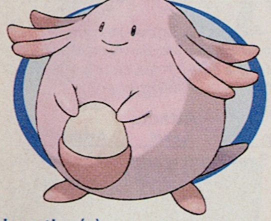
Rarity: Evolve
Evolve Rhyhorn

Evolutions



113: Chansey™

NORMAL



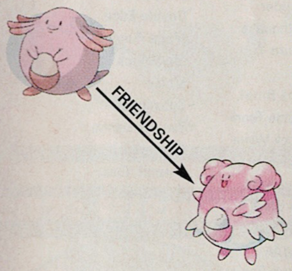
Height: 3'07"
Weight: 76 lbs.
Abilities: Natural Cure—*Any status problem is cured when Chansey is switched out.*
Serene Grace—*When Chansey is in battle, the chances of extra effects occurring are doubled.*

Location(s)

Rarity: Rare
Safari Zone

Rarity: Rare
Safari Zone

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM48	Skill Swap
TM49	Snatch
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

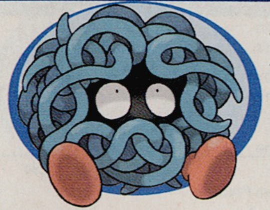
Level	Attack
—	Pound
—	Growl
5	Tail Whip
9	Refresh
13	Softboiled
17	Doubleslap
23	Minimize
29	Sing
35	Egg Bomb
41	Defense Curl
49	Light Screen
57	Double-Edge

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Softboiled
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

114: Tangela™

GRASS



Height: 3'03"
Weight: 77 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Tangela's Speed doubles.*

Location(s)

Rarity: Rare
Route 21 One Island

Rarity: Rare
Route 21 One Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM05	Flash
HM06	Rock Smash

Attacks

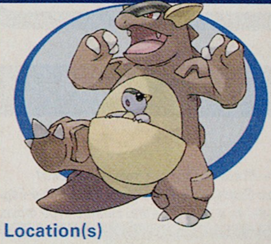
Level	Attack
—	Constrict
—	Ingrain
4	Sleep Powder
10	Absorb
13	Growth
19	Poisonpowder
22	Vine Whip
28	Bind
31	Mega Drain
37	Stun Spore
40	Slam
46	Tickle

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance

115: Kangaskhan™

NORMAL



Height: 7'03"
Weight: 176 lbs.
Ability: Early Bird—*Allows Kangaskhan to wake up earlier when put to Sleep.*

Location(s)

Rarity: Rare
Safari Zone

Rarity: Rare
Safari Zone

Evolutions

Does not evolve

TM/HM

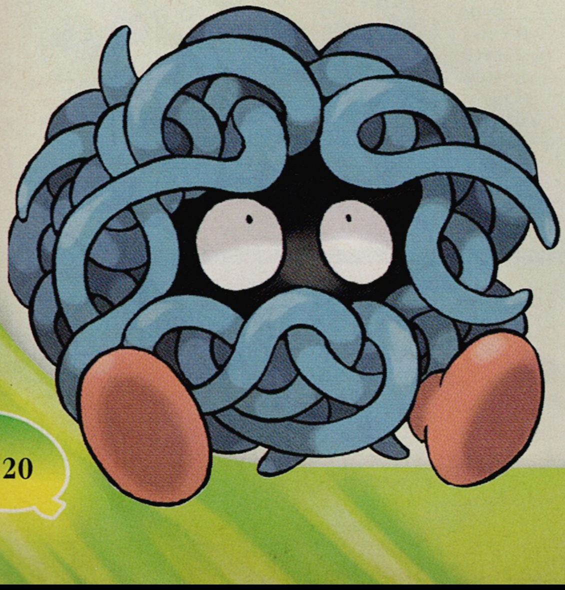
TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Comet Punch
—	Leer
7	Bite
13	Tail Whip
19	Fake Out
25	Mega Punch
31	Rage
37	Endure
43	Dizzy Punch
49	Reversal

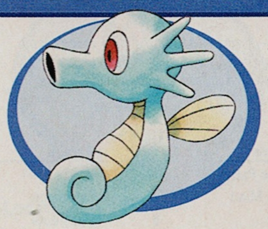
Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide



116: Horsea™

WATER



Height: 1'04"
Weight: 18 lbs.
Ability: Swift Swim—*Increases Horsea's Speed when it's Raining.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Bubble
8	Smokescreen
15	Leer
22	Water Gun
29	Twister
36	Agility
43	Hydro Pump
50	Dragon Dance

Move Tutor

Attack
Mimic
Substitute
Double-Edge

Location(s)

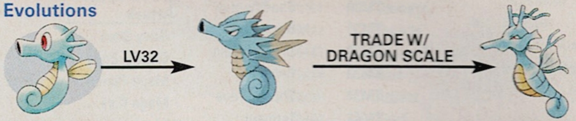
Rarity: Common

Cerulean City Route 4 Route 10
Route 12 Route 13 Route 19
Route 20 Route 21 Route 24
Vermilion City

Rarity: Common

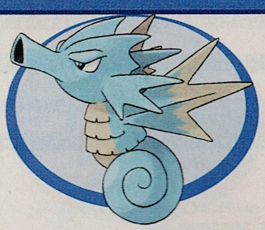
Cerulean City Route 4 Route 10
Route 12 Route 13 Route 19
Route 20 Route 21 Route 24
Vermilion City

Evolutions



117: Seadra™

WATER



Height: 3'11"
Weight: 55 lbs.
Ability: Poison Point—*The opponent has a 30% chance of being Poisoned if Seadra is directly hit.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Bubble
—	Smokescreen
—	Leer
—	Water Gun
29	Twister
40	Agility
51	Hydro Pump
62	Dragon Dance

Move Tutor

Attack
Double-Edge
Mimic
Substitute

Location(s)

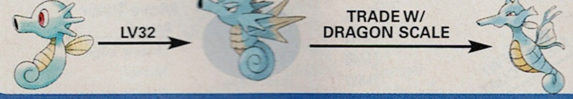
Rarity: Evolve

Evolve Horsea

Rarity: Rare

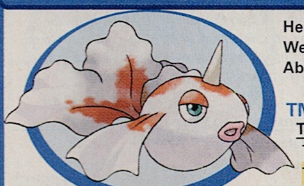
One Island Three Island
Five Island Six Island
Seven Island Route 19
Route 20 Route 21
Evolve Horsea

Evolutions



118: Goldeen™

WATER



Height: 2'00"
Weight: 33 lbs.
Abilities: Swift Swim—*Doubles Goldeen's Speed when it's raining.*
Water Veil—*Prevents Goldeen from being burned.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Peck
—	Tail Whip
—	Water Sport
10	Supersonic
15	Horn Attack
24	Flail
29	Fury Attack
38	Waterfall
43	Horn Drill
52	Agility
57	Megahorn

Move Tutor

Attack
Double-Edge
Mimic
Substitute

Location(s)

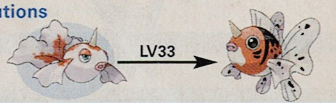
Rarity: Common

Route 6 Route 22
Route 23 Route 25
Viridian City Two Island
Three Island Four Island
Six Island Safari Zone
Fuchsia City Cerulean Cave

Rarity: Common

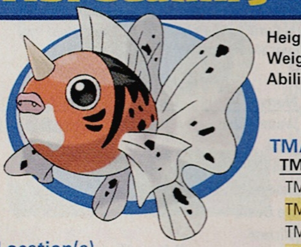
Route 6 Route 22
Route 23 Route 25
Viridian City Two Island
Three Island Four Island
Six Island Safari Zone
Fuchsia City Cerulean Cave

Evolutions



119: Seaking™

WATER



Height: 4'03"
Weight: 86 lbs.
Abilities: Swift Swim—*Increases Seaking's Speed when it's raining.*
Water Veil—*Protects Seaking from being Burned.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Peck
—	Tail Whip
—	Water Sport
—	Supersonic
15	Horn Attack
24	Flail
29	Fury Attack
41	Waterfall
49	Horn Drill
61	Agility
69	Megahorn

Move Tutor

Attack
Double-Edge
Mimic
Substitute

Location(s)

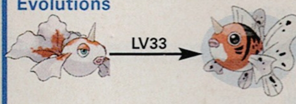
Rarity: Common

Three Island Safari Zone
Fuchsia City Evolve Goldeen

Rarity: Common

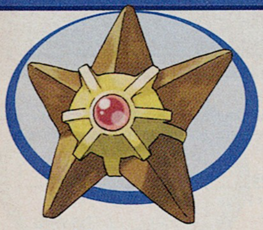
Three Island Safari Zone
Fuchsia City Evolve Goldeen

Evolutions



120: Staryu™

WATER



Height: 2'07"
Weight: 76 lbs.
Abilities: Illuminate—*When Staryu is in the first slot, the chances of running into a Wild Pokémon increase.*
Natural Cure—*When Staryu gets switched out, whatever status condition it had is cured.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
HM03	Surf
HM05	Flash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Tackle
—	Harden
6	Water Gun
10	Rapid Spin
15	Recover
19	Camouflage
24	Swift
28	Bubblebeam
33	Minimize
37	Light Screen
42	Cosmic Power
46	Hydro Pump

Move Tutor

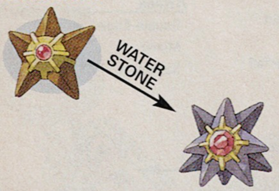
Attack
Double-Edge
Mimic
Substitute
Thunder Wave

Location(s)

Rarity: Common
One Island
Five Island
Pallet Town
Vermilion City (Fish)

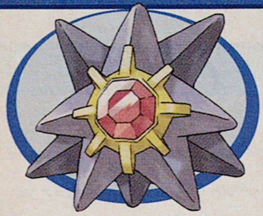
Rarity: None
Trade from *Ruby*, *Sapphire*, or *LeafGreen*

Evolutions



121: Starmie™

WATER PSYCHIC



Height: 3'07"
Weight: 176 lbs.
Abilities: Illuminate—*When Starmie is in the first slot, the chances of running into a Wild Pokémon increase.*
Natural Cure—*When Starmie gets switched out, whatever status condition it had is cured.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM48	Skill Swap
HM03	Surf
HM05	Flash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Water Gun
—	Rapid Spin
—	Recover
—	Swift
33	Confuse Ray

Move Tutor

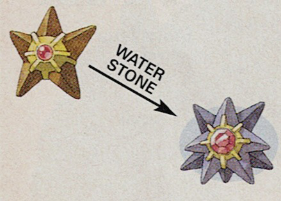
Attack
Double-Edge
Mimic
Substitute
Dream Eater
Thunder Wave

Location(s)

Rarity: Evolve
Evolve Staryu

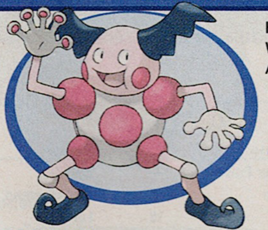
Rarity: None
Trade from *Ruby*, *Sapphire*, or *LeafGreen*
Evolve Staryu

Evolutions



122: Mr. Mime™

PSYCHIC



Height: 4'03"
Weight: 120 lbs.
Ability: Soundproof—*Protects Mr. Mime from being hit by Grassshistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic, and Uproar.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM05	Flash

Attacks

Level	Attack
—	Barrier
5	Confusion
8	Substitute
12	Meditate
15	Doubleslap
19	Light Screen
19	Reflect
22	Magical Leaf
26	Encore
29	Psybeam
33	Recycle
36	Trick
40	Role Play
43	Psychic
47	Baton Pass
50	Safeguard

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

Location(s)

Rarity: Only One
Trade for Abra in House on Route 2

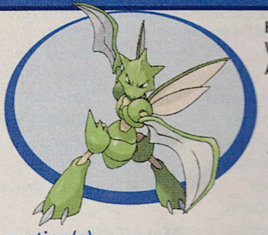
Rarity: Only One
Trade for Abra in House on Route 2

Evolutions

Does not evolve

123: Scyther™

BUG FLYING



Height: 4'11"
Weight: 123 lbs.
Ability: Swarm—*When HPs are low, the ability multiplies Scyther's Bug-type moves by 1.5.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM01	Cut
HM06	Rock Smash

Attacks

Level	Attack
—	Quick Attack
—	Leer
6	Focus Energy
11	Pursuit
16	False Swipe
21	Agility
26	Wing Attack
31	Slash
36	Swords Dance
41	Double Team
46	Fury Cutter

Move Tutor

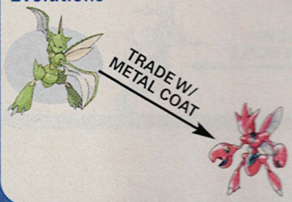
Attack
Double-Edge
Mimic
Substitute
Swords Dance
Counter

Location(s)

Rarity: None
Trade from *FireRed*

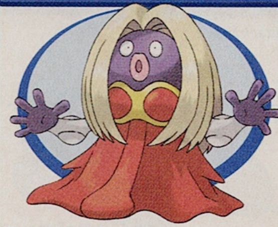
Rarity: Rare
Safari Zone

Evolutions



124: Jynx™

ICE PSYCHIC



Height: 4'07"
Weight: 90 lbs.
Ability: Oblivious—*Prevents Jynx from being Attracted.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM05	Flash

Attacks

Level	Attack
—	Pound
—	Lick
9	Lovely Kiss
13	Powder Snow
21	Doubleslap
25	Ice Punch
35	Mean Look
41	Fake Tears
51	Body Slam
57	Perish Song
67	Blizzard

Move Tutor

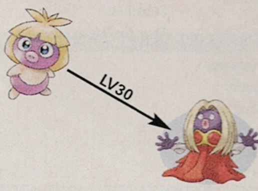
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater

Location(s)

Rarity: Only One
Trade for Poliwhirl at Cerulean City

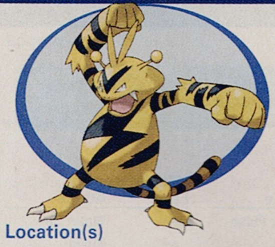
Rarity: Only One
Trade for Poliwhirl at Cerulean City

Evolutions



125: Electabuzz™

ELECTRIC



Height: 3'07"
Weight: 66 lbs.
Ability: Static—*An opponent has a 30% chance of being Paralyzed when it directly strikes Electabuzz.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Quick Attack
—	Leer
—	Thunderpunch
17	Light Screen
25	Swift
36	Screech
47	Thunderbolt
58	Thunder

Move Tutor

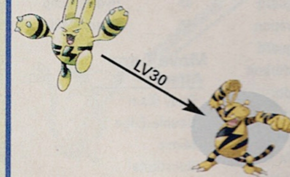
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

Location(s)

Rarity: None
Trade from *FireRed*

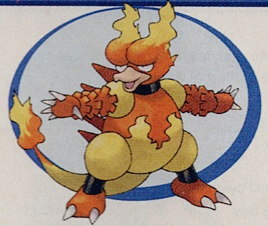
Rarity: Rare
Power Plant

Evolutions



126: Magmar™

FIRE



Height: 4'03"
Weight: 98 lbs.
Ability: Flame Body—*If Magmar is struck directly, the opponent has a 30% chance of being Burned.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM29	Psychic
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Ember
—	Leer
—	Smog
—	Fire Punch
25	Smokescreen
33	Sunny Day
41	Flamethrower
49	Confuse Ray
57	Fire Blast

Move Tutor

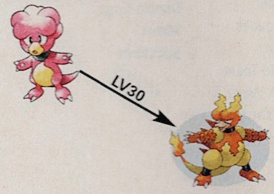
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

Location(s)

Rarity: Rare
One Island

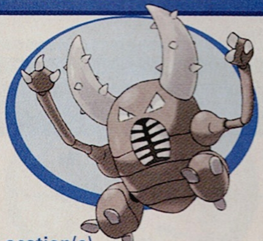
Rarity: None
Trade from *LeafGreen*

Evolutions



127: Pinsir™

BUG



Height: 4'11"
Weight: 121 lbs.
Ability: Hyper Cutter—*Pinsir's Attack Power cannot be decreased.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Vicegrip
—	Focus Energy
7	Bind
13	Seismic Toss
19	Harden
25	Revenge
31	Brick Break
37	Guillotine
43	Submission
49	Swords Dance

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
Safari Zone

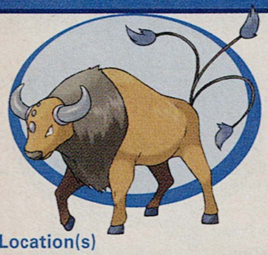
Rarity: None
Trade from *LeafGreen*

Evolutions

Does not evolve

128: Tauros™

NORMAL



Height: 4'07"
Weight: 195 lbs.
Ability: Intimidate—*An opponent's Attack decreases when Tauros is summoned into battle.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Tail Whip
4	Rage
8	Horn Attack
13	Scary Face
19	Pursuit
26	Swagger
34	Rest
43	Thrash
53	Take Down

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Rare
Safari Zone

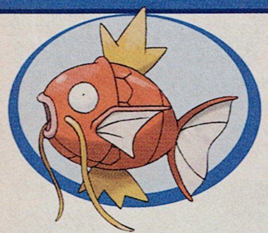
Rarity: Rare
Safari Zone

Evolutions

Does not evolve

129: Magikarp™

WATER



Height: 2'11"
Weight: 22 lbs.
Ability: Swift Swim—*Increases Magikarp's Speed when it's Raining.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Splash
15	Tackle
30	Flail

Move Tutor

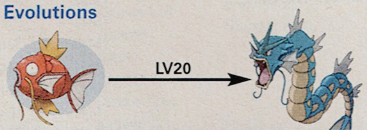
Attack
None

Location(s)

Rarity: Common
All Fishing Holes

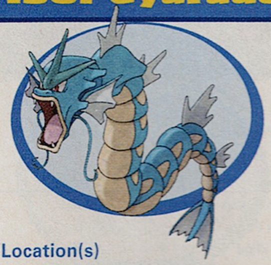
Rarity: Common
All Fishing Holes

Evolutions



130: Gyarados™

WATER FLYING



Height: 21'04"
Weight: 518 lbs.
Ability: Intimidate—*When Gyarados enters battle, the opponent's Attack lowers.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Thrash
20	Bite
25	Dragon Rage
30	Leer
35	Twister
40	Hydro Pump
45	Rain Dance
50	Dragon Dance
55	Hyper Beam

Move Tutor

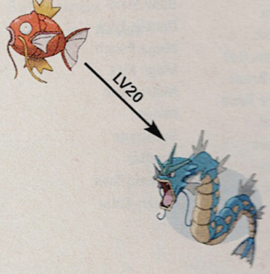
Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

Location(s)

Rarity: Common
All Fishing Holes (Super Rod)
Evolve Magikarp

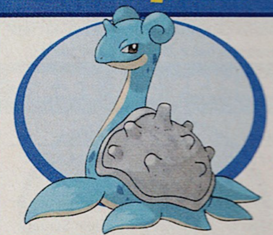
Rarity: Common
All Fishing Holes (Super Rod)
Evolve Magikarp

Evolutions



131: Lapras™

WATER ICE



Height: 8'02"
Weight: 485 lbs.
Abilities: Water Absorb—*Lapras gets 1/4 HPs back when a Water-type attack hits it.*
Shell Armor—*Protects Lapras from being struck by a critical hit.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Safeguard
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Water Gun
—	Growl
—	Sing
7	Mist
13	Body Slam
19	Confuse Ray
25	Perish Song
31	Ice Beam
37	Rain Dance
43	Safeguard
49	Hydro Pump
55	Sheer Cold

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Rare
Silph Co. Four Island

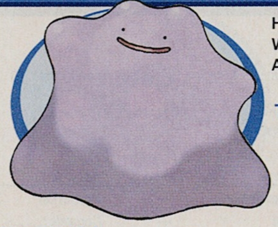
Rarity: Rare
Silph Co. Four Island

Evolutions

Does not evolve

132: Ditto™

NORMAL



Height: 1'00"
Weight: 9 lbs.
Ability: Limber—*Protects Ditto from being Paralyzed.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Transform

Move Tutor

Attack
None

Location(s)

Rarity: Common
Cerulean Cave
Pokémon Mansion
Route 13
Route 14

Rarity: Common
Cerulean Cave
Pokémon Mansion
Route 13
Route 14

Evolutions

Does not evolve

133: Eevee™

NORMAL

Height: 1'00"
Weight: 14.3 lbs.
Ability: Run Away—*Allows Eevee to escape from any Wild Pokémon.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Helping Hand
8	Sand-Attack
16	Growl
23	Quick Attack
30	Bite
36	Baton Pass
42	Take Down

Move Tutor

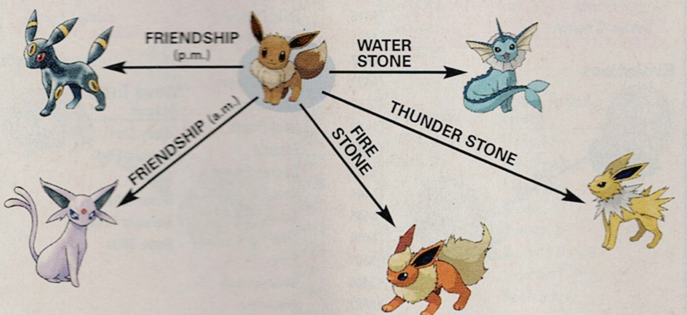
Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Only One
Celadon Mansion Top Floor

Rarity: Only One
Celadon Mansion Top Floor

Evolutions



134: Vaporeon™

WATER

Height: 3'03"
Weight: 64 lbs.
Ability: Water Absorb—*When hit by Water-type attacks, Vaporeon gets 1/4 HPs back.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Helping Hand
8	Sand-Attack
16	Water Gun
23	Quick Attack
30	Bite
36	Aurora Beam
42	Haze
47	Acid Armor
52	Hydro Pump

Move Tutor

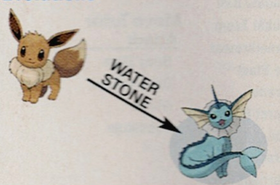
Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Evolve
Evolve Eevee

Rarity: Evolve
Evolve Eevee

Evolutions



135: Jolteon™

ELECTRIC

Height: 2'07"
Weight: 54 lbs.
Ability: Volt Absorb—*When struck by an Electric-type attack, Jolteon receives 1/4 HPs back.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Helping Hand
8	Sand-Attack
16	Thundershock
23	Quick Attack
30	Double Kick
36	Pin Missile
42	Thunder Wave
47	Agility
52	Thunder

Move Tutor

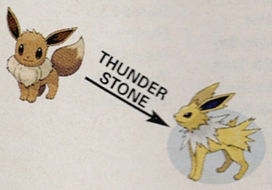
Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

Location(s)

Rarity: Evolve
Evolve Eevee

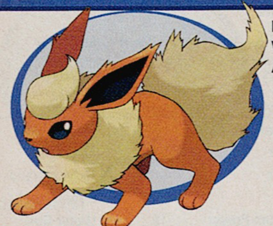
Rarity: Evolve
Evolve Eevee

Evolutions



136: Flareon™

FIRE



Height: 2'11"
Weight: 55 lbs.
Ability: Flash Fire—*If Flareon is hit directly, the opponent has a 30% chance of getting Burned.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Helping Hand
8	Sand-Attack
16	Ember
23	Quick Attack
30	Bite
36	Fire Spin
42	Smog
47	Leer
52	Flamethrower

Move Tutor

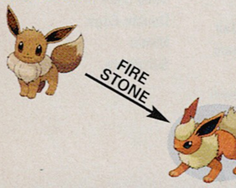
Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

Rarity: Evolve
Evolve Eevee

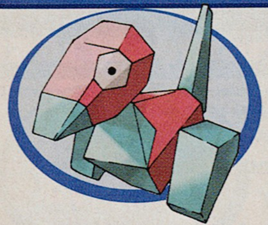
Rarity: Evolve
Evolve Eevee

Evolutions



137: Porygon™

NORMAL



Height: 2'07"
Weight: 80 lbs.
Ability: Trace—*Allows Porygon to copy the opponents Ability.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM46	Thief
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Conversion
—	Conversion 2
9	Agility
12	Psybeam
20	Recover
24	Sharpen
32	Lock-on
36	Tri Attack
44	Recycle
48	Zap Cannon

Move Tutor

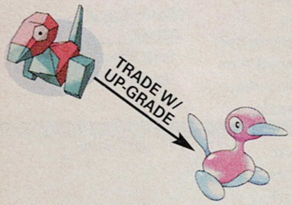
Attack
Double-Edge
Mimic
Substitute
Thunder Wave
Dream Eater

Location(s)

Rarity: Common
Game Corner: 6,500 Coins

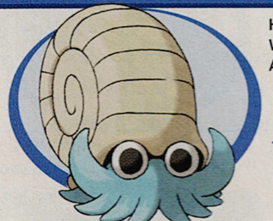
Rarity: Common
Game Corner: 9,999 Coins

Evolutions



138: Omanyte™

ROCK WATER



Height: 1'04"
Weight: 17 lbs.
Abilities: Swift Swim—*Increases Omanyte's Speed when it's Raining.*
Shell Armor—*Prevents Omanyte from receiving Critical Hits.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Withdraw
—	Constrict
13	Bite
19	Water Gun
25	Mud Shot
31	Leer
37	Protect
43	Tickle
49	Ancientpower
55	Hydro Pump

Move Tutor

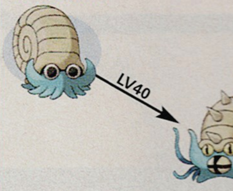
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Only One
Revive from Helix Fossil

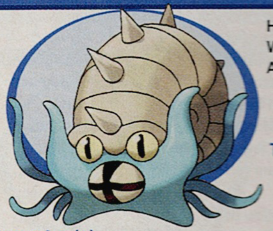
Rarity: Only One
Revive from Helix Fossil

Evolutions



139: Omastar™

ROCK WATER



Height: 3'03"
Weight: 77 lbs.
Abilities: Swift Swim—*Increases Omastar's Speed when it's Raining.*
Shell Armor—*Prevents Omastar from receiving Critical Hits.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Withdraw
—	Constrict
—	Bite
—	Water Gun
40	Spike Cannon
46	Tickle
55	Ancientpower
65	Hydro Pump

Move Tutor

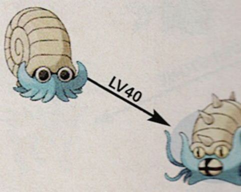
Attack
Body Slam
Double-Edge
Mimic
Substitute
Seismic Toss
Rock Slide

Location(s)

Rarity: Evolve
Evolve Omanyte

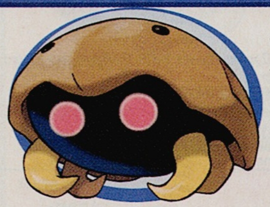
Rarity: Evolve
Evolve Omanyte

Evolutions



140: Kabuto™

ROCK WATER



Height: 1'08"
Weight: 25 lbs.
Abilities: Swift Swim—*Increases Kabuto's Speed when it's Raining.*
Battle Armor—*Prevents Kabuto from receiving Critical Hits.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM27	Return
TM28	Dig
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM06	Rock Smash
HM07	Waterfall

Attacks

Level	Attack
—	Scratch
—	Harden
13	Absorb
19	Leer
25	Mud Shot
31	Sand-Attack
37	Endure
43	Metal Sound
49	Mega Drain
55	Ancientpower

Move Tutor

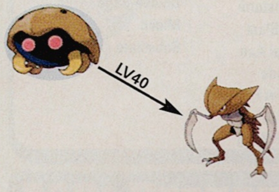
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Only One
Revive from Dome Fossil

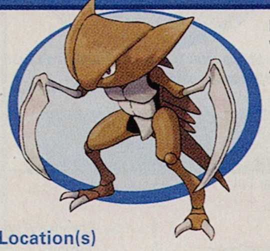
Rarity: Only One
Revive from Dome Fossil

Evolutions



141: Kabutops™

ROCK WATER



Height: 4'03"
Weight: 89 lbs.
Abilities: Swift Swim—*Increases Kabutops's Speed when it's Raining.*
Battle Armor—*Prevents Kabutops from receiving Critical Hits.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Fury Cutter
—	Scratch
—	Harden
—	Absorb
—	Leer
40	Slash
46	Metal Sound
55	Mega Drain
65	Ancientpower

Move Tutor

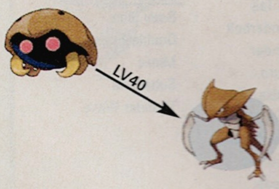
Attack
Body Slam
Double-Edge
Mega Kick
Mimic
Substitute
Swords Dance
Seismic Toss
Rock Slide

Location(s)

Rarity: Evolve
Evolve Kabuto

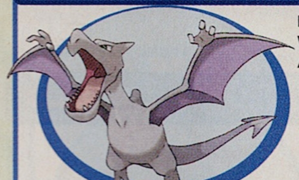
Rarity: Evolve
Evolve Kabuto

Evolutions



142: Aerodactyl™

ROCK FLYING



Height: 5'11"
Weight: 130 lbs.
Abilities: Pressure—*When an opponent damages Aerodactyl, it uses 2 PPs for that move.*
Rock Head—*Aerodactyl doesn't take Recoil damage.*

TM/HM

TM/HM#	Name
TM02	Dragon Claw
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Wing Attack
8	Agility
15	Bite
22	Supersonic
29	Ancientpower
36	Scary Face
43	Take Down
50	Hyper Beam

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Only One
In Piece of Old Amber (on Cinnabar Island)

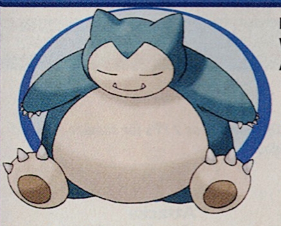
Rarity: Only One
In Piece of Old Amber (on Cinnabar Island)

Evolutions

Does not evolve

143: Snorlax™

NORMAL



Height: 6'11"
Weight: 1014 lbs.
Abilities: Immunity—*Prevents Snorlax from being Poisoned.*
Thick Fat—*Fire-type and Ice-type attacks are half the damage on Snorlax.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength

Attacks

Level	Attack
—	Tackle
6	Amnesia
9	Defense Curl
13	Belly Drum
17	Headbutt
21	Yawn
25	Rest
29	Snore
33	Body Slam
37	Sleep Talk
41	Block
45	Covet
49	Rollout
53	Hyper Beam

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Rare
Route 16 Route 17

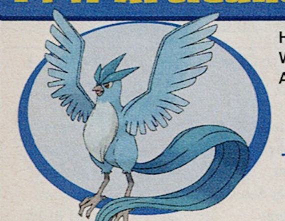
Rarity: Rare
Route 16 Route 17

Evolutions

Does not evolve

144: Articuno™

ICE FLYING



Height: 5'07"
Weight: 122 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damage inflicted against Articuno.*

Location(s)

Rarity: Only One
Seafoam Islands

Rarity: Only One
Seafoam Islands

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM33	Reflect
TM37	Sandstorm
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM47	Steel Wing
HM02	Fly
HM06	Rock Smash

Attacks

Level	Attack
—	Gust
—	Powder Snow
13	Mist
25	Agility
37	Mind Reader
49	Ice Beam
61	Reflect
73	Blizzard
85	Sheer Cold

Move Tutor

Attack
Double-Edge
Mimic
Substitute

145: Zapdos™

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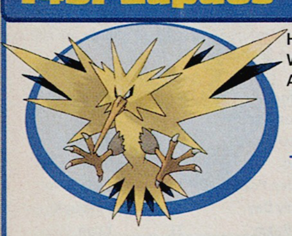


Height: 5'03"
Weight: 116 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damage inflicted against Zapdos.*

Location(s)

Rarity: Only One
Power Plant

Rarity: Only One
Power Plant

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM37	Sandstorm
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM47	Steel Wing
HM02	Fly
HM05	Flash
HM06	Rock Smash

Attacks

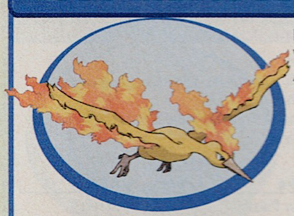
Level	Attack
—	Thundershock
—	Peck
13	Thunder Wave
25	Agility
37	Detect
49	Drill Peck
61	Charge
73	Light Screen
85	Thunder

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave

146: Moltres™

FIRE FLYING



Height: 6'07"
Weight: 132 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damage inflicted against Moltres.*

Location(s)

Rarity: Only One
One Island

Rarity: Only One
One Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM27	Return
TM32	Double Team
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM47	Steel Wing
TM50	Overheat
HM02	Fly
HM06	Rock Smash

Attacks

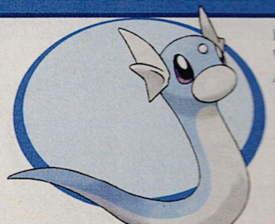
Level	Attack
—	Wing Attack
—	Ember
13	Fire Spin
25	Agility
37	Endure
49	Flamethrower
61	Safeguard
73	Heat Wave
85	Sky Attack

Move Tutor

Attack
Double-Edge
Mimic
Substitute

147: Dratini™

DRAGON



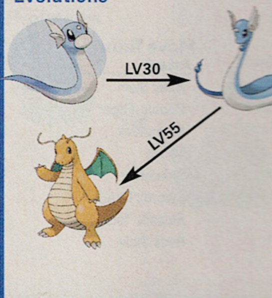
Height: 5'11"
Weight: 7 lbs.
Ability: Shed Skin—*Status effects only last one turn on Dratini. Has a 30% chance of success.*

Location(s)

Rarity: Rare
Safari Zone (Super Rod)

Rarity: Rare
Safari Zone (Super Rod)

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall

Attacks

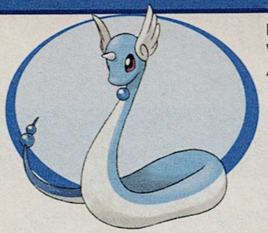
Level	Attack
—	Wrap
—	Leer
8	Thunder Wave
15	Twister
22	Dragon Rage
29	Slam
36	Agility
43	Safeguard
50	Outrage
57	Hyper Beam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

148: Dragonair™

DRAGON



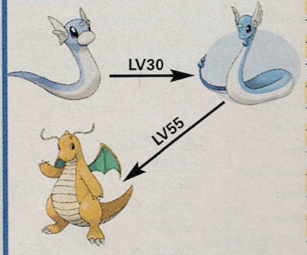
Height: 13'01"
Weight: 36 lbs.
Ability: Shed Skin—*Status effects only last one turn on Dragonair. Has a 30% chance of working.*

Location(s)

Rarity: Rare
Safari Zone

Rarity: Rare
Safari Zone

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall

Attacks

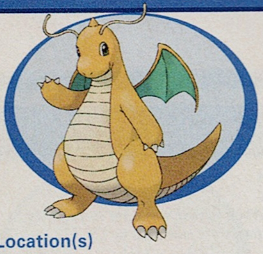
Level	Attack
—	Wrap
—	Leer
—	Thunder Wave
—	Twister
38	Agility
47	Safeguard
56	Outrage
65	Hyper Beam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

149: Dragonite™

DRAGON FLYING



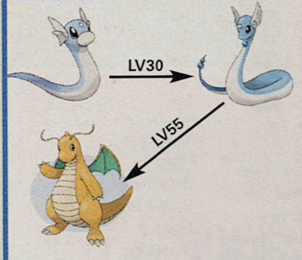
Height: 7'03"
Weight: 463 lbs.
Ability: Inner Focus—*Prevents Dragonite from Flinching.*

Location(s)

Rarity: Evolve
Evolve Dragonair

Rarity: Evolve
Evolve Dragonair

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM47	Steel Wing
HM01	Cut
HM02	Fly
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

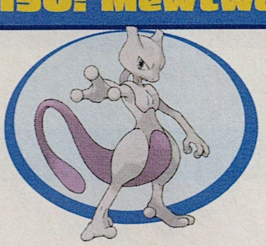
Level	Attack
—	Wrap
—	Leer
—	Thunder Wave
—	Twister
55	Wing Attack
61	Outrage
75	Hyper Beam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

150: Mewtwo™

PSYCHIC



Height: 6'07"
Weight: 269 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damage inflicted against Mewtwo.*

Location(s)

Rarity: Only One
Unknown Dungeon

Rarity: Only One
Unknown Dungeon

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower

TM/HM

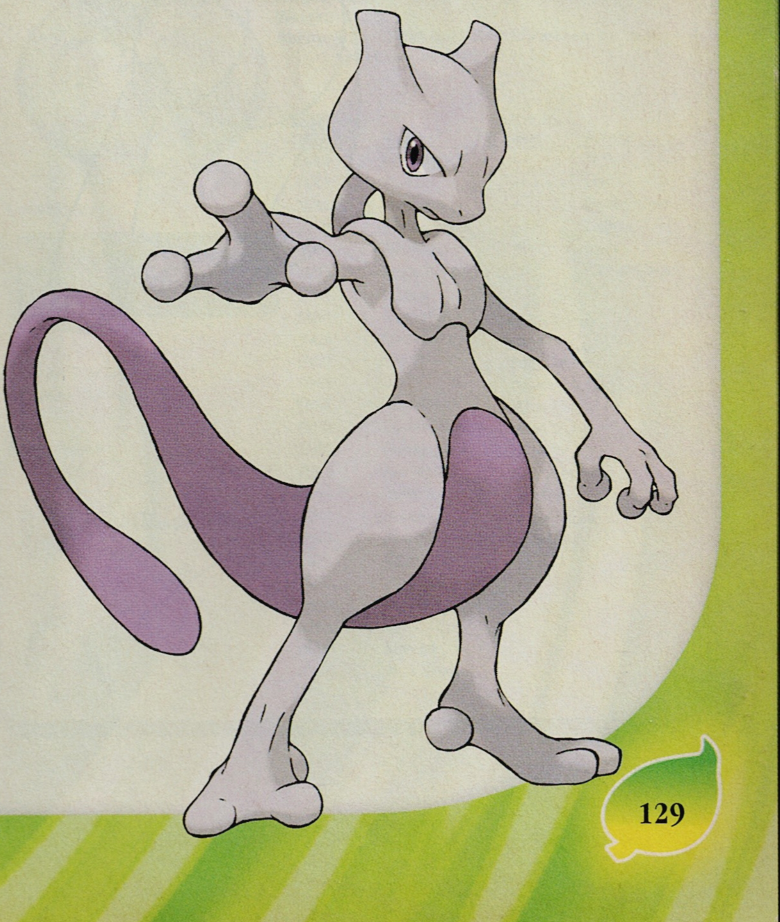
TM/HM#	Name
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM48	Skill Swap
TM49	Snatch
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

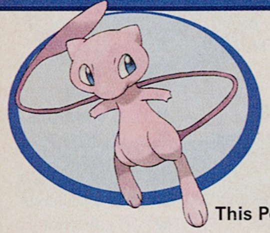
Level	Attack
—	Confusion
—	Disable
11	Barrier
22	Mist
33	Swift
44	Recover
55	Safeguard
66	Psychic
77	Psych Up
88	Future Sight
99	Amnesia

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Dream Eater
Thunder Wave



151: Mew™



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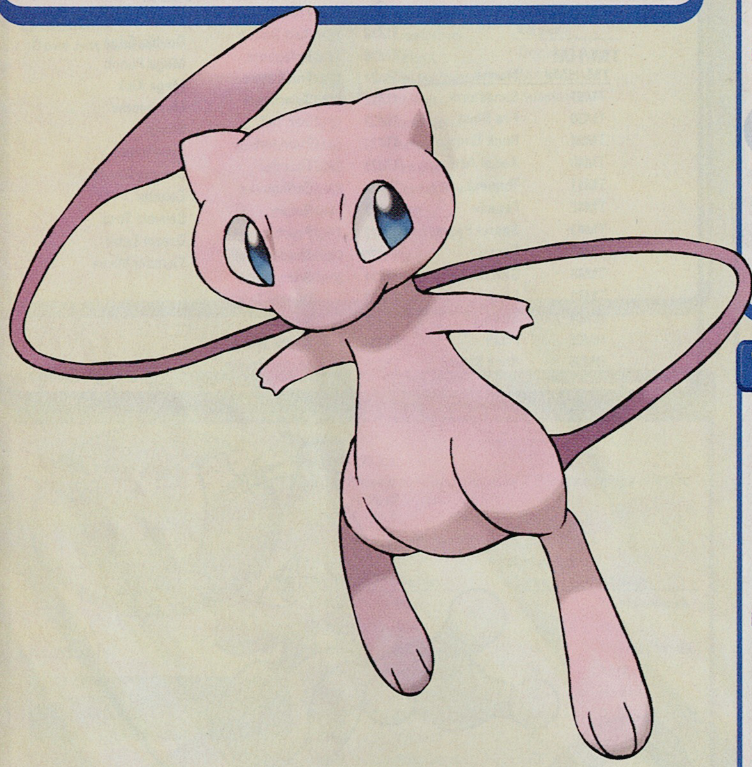
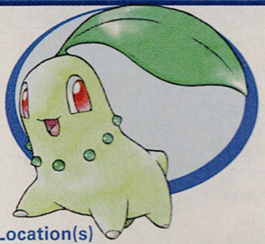


152: Chikorita™

GRASS



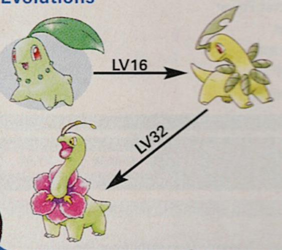
Height: 2'11"
Weight: 14 lbs.
Ability: Overgrow—*When Chikorita's HPs are very low, its Grass-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade Bayleef or Meganium from *Colosseum*, then Breed

Rarity: None
Trade Bayleef or Meganium from *Colosseum*, then Breed

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

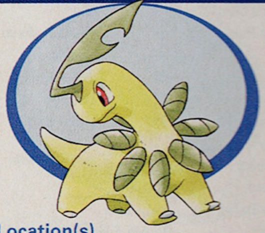
Level	Attack
—	Tackle
—	Growl
8	Razor Leaf
12	Reflect
15	Poisonpowder
22	Synthesis
29	Body Slam
36	Light Screen
43	Safeguard
50	Solarbeam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter

153: Bayleef™

GRASS



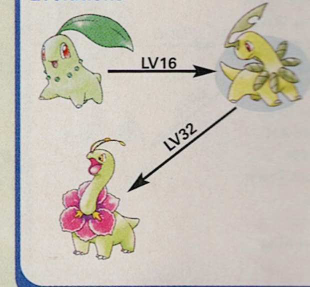
Height: 3'11"
Weight: 35 lbs.
Ability: Overgrow—*When Bayleef's HPs are very low, its Grass-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Chikorita

Rarity: None
Trade from *Colosseum*
Evolve Chikorita

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

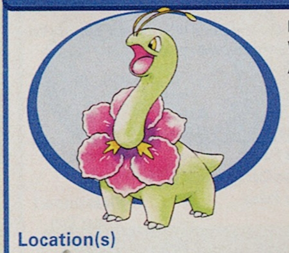
Level	Attack
—	Tackle
—	Growl
—	Razor Leaf
—	Reflect
—	Poison Powder
23	Synthesis
31	Body Slam
39	Light Screen
47	Safeguard
55	Solarbeam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter

154: Meganium™

GRASS



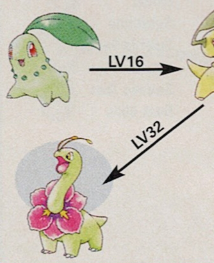
Height: 5'11"
Weight: 222 lbs.
Ability: Overgrow—*When Meganium's HPs are very low, its Grass-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Bayleef

Rarity: None
Trade from *Colosseum*
Evolve Bayleef

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

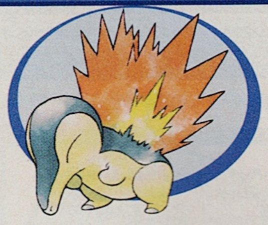
Level	Attack
—	Tackle
—	Growl
—	Razor Leaf
—	Reflect
41	Light Screen
51	Safeguard
61	Solarbeam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter

155: Cyndaquil™

FIRE



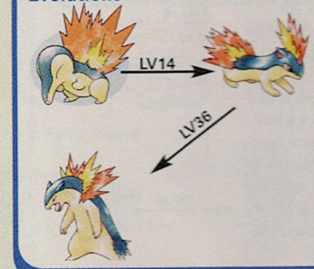
Height: 1'08"
Weight: 17 lbs.
Ability: Blaze—*When Cyndaquil's HPs are very low, its Fire-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade Quilava or Typhlosion from *Colosseum*, then Breed

Rarity: None
Trade Quilava or Typhlosion from *Colosseum*, then Breed

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM27	Return
TM28	Dig
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM01	Cut

Attacks

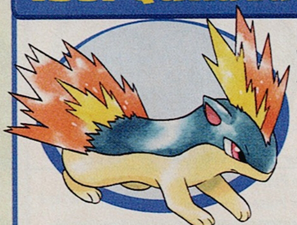
Level	Attack
—	Tackle
—	Leer
6	Smokescreen
12	Ember
19	Quick Attack
27	Flame Wheel
36	Swift
46	Flamethrower

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

156: Quilava™

FIRE



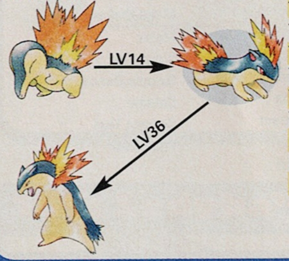
Height: 2'11"
Weight: 42 lbs.
Ability: Blaze—*When Quilava's HPs are very low, its Fire-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Cyndaquil

Rarity: None
Trade from *Colosseum*
Evolve Cyndaquil

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

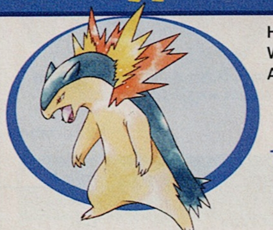
Level	Attack
—	Tackle
—	Leer
—	Smokescreen
21	Quick Attack
31	Flame Wheel
42	Swift
54	Flamethrower

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

157: Typhlosion™

FIRE



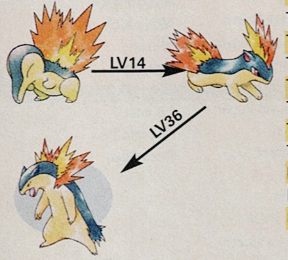
Height: 5'07"
Weight: 175 lbs.
Ability: Blaze—*When Typhlosion's HPs are very low, its Fire-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Quilava

Rarity: None
Trade from *Colosseum*
Evolve Quilava

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

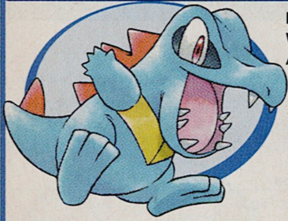
Level	Attack
—	Tackle
—	Leer
—	Smokescreen
—	Ember
45	Swift
60	Flamethrower

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

158: Totodile™

WATER



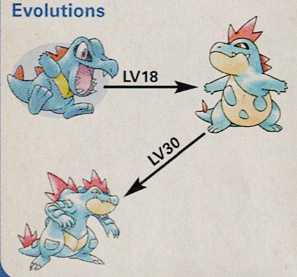
Height: 2'00"
Weight: 21 lbs.
Ability: Torrent—*When Totodile's HPs are very low, its Water-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade Croconaw or Feraligatr from *Colosseum*, then Breed

Rarity: None
Trade Croconaw or Feraligatr from *Colosseum*, then Breed

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

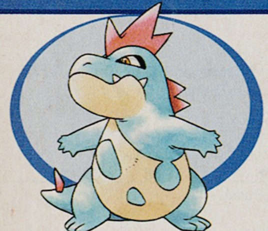
Level	Attack
—	Scratch
—	Leer
7	Rage
13	Water Gun
20	Bite
27	Scary Face
35	Slash
43	Screech
52	Hydro Pump

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

159: Croconaw™

WATER



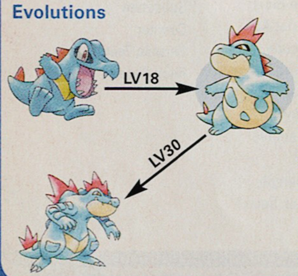
Height: 3'07"
Weight: 55 lbs.
Ability: Torrent—*When Croconaw's HPs are very low, its Water-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Totodile

Rarity: None
Trade from *Colosseum*
Evolve Totodile

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

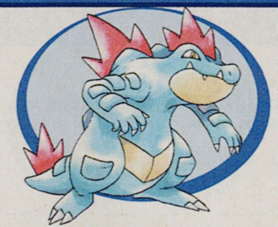
Level	Attack
—	Scratch
—	Leer
—	Rage
21	Bite
28	Scary Face
37	Slash
45	Screech
55	Hydro Pump

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

160: Feraligatr™

WATER



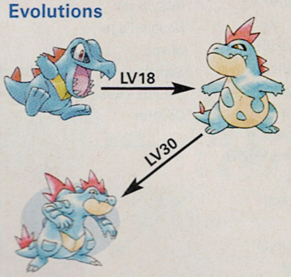
Height: 7'07"
Weight: 196 lbs.
Ability: Torrent—*When Feraligatr's HPs are very low, its Water-type attacks are multiplied by 1.5.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Croconaw

Rarity: None
Trade from *Colosseum*
Evolve Croconaw

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

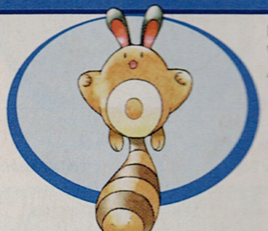
Level	Attack
—	Scratch
—	Leer
—	Rage
—	Water Gun
38	Slash
47	Screech
58	Hydro Pump

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

161: Sentret™

NORMAL



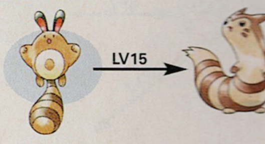
Height: 2'07"
Weight: 13 lbs.
Abilities: Run Away—*Allows Sentret to escape from Wild Pokémon.*
Keen Eye—*Protects Sentret from having its Accuracy lowered.*

Location(s)

Rarity: None
Five Island

Rarity: None
Five Island

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf

Attacks

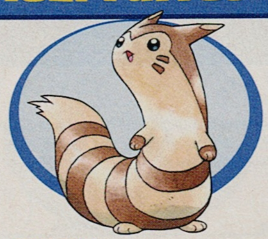
Level	Attack
—	Scratch
4	Defense Curl
7	Quick Attack
12	Fury Swipes
17	Helping Hand
24	Slam
31	Follow Me
40	Rest
49	Amnesia

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

162: Furret™

NORMAL



Height: 5'11

Weight: 72 lbs.

Abilities: Run Away—*Allows Furret to escape from Wild Pokémon.*
Keen Eye—*Protects Furret from having its Accuracy lowered.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Defense Curl
—	Quick Attack
19	Helping Hand
28	Slam
37	Follow Me
48	Rest
59	Amnesia

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

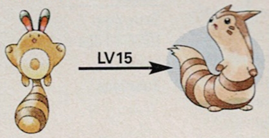
Rarity: Evolve

Trade from *Colosseum*
Evolve Sentret

Rarity: Evolve

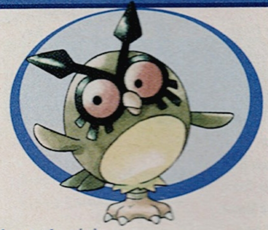
Trade from *Colosseum*
Evolve Sentret

Evolutions



163: Hoothoot™

NORMAL FLYING



Height: 2'04"

Weight: 47 lbs.

Abilities: Insomnia—*Prevents Hoothoot from being put to Sleep.*
Keen Eye—*Protects Hoothoot from having its Accuracy lowered.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Growl
6	Foresight
11	Peck
16	Hypnosis
22	Reflect
28	Take Down
34	Confusion
48	Dream Eater

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

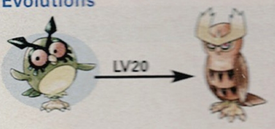
Rarity: None

Trade Noctowl from *Colosseum*, then Breed

Rarity: None

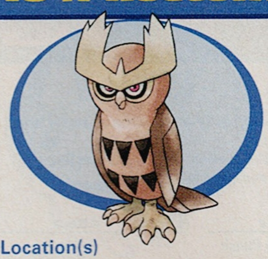
Trade Noctowl from *Colosseum*, then Breed

Evolutions



164: Noctowl™

NORMAL FLYING



Height: 5'03"

Weight: 90 lbs.

Abilities: Insomnia—*Prevents Noctowl from being put to Sleep.*
Keen Eye—*Protects Noctowl from having its Accuracy lowered.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM02	Fly
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Growl
—	Foresight
—	Peck
25	Reflect
33	Take Down
41	Confusion
57	Dream Eater

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

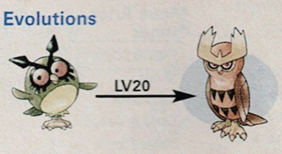
Rarity: None

Trade from *Colosseum*
Evolve Hoothoot

Rarity: None

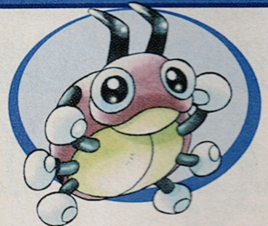
Trade from *Colosseum*
Evolve Hoothoot

Evolutions



165: Ledyba™

BUG FLYING



Height: 3'03"

Weight: 24 lbs.

Abilities: Early Bird—*Allows Ledyba to wake up earlier when put to Sleep.*
Swarm—*When Ledyba's HPs are low, its Bug-type moves are multiplied by 1.5.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

Attacks

Level	Attack
—	Tackle
8	Supersonic
15	Comet Punch
22	Light Screen
22	Reflect
22	Safeguard
29	Baton Pass
36	Swift
43	Agility
50	Double-Edge

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Mega Punch

Location(s)

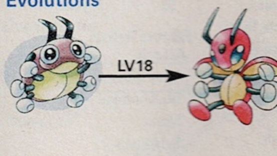
Rarity: Rare

Six Island

Rarity: Rare

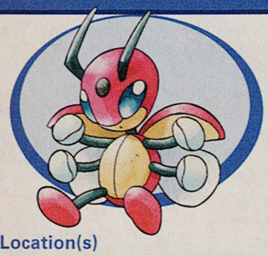
Six Island

Evolutions



166: Ledian™

BUG FLYING



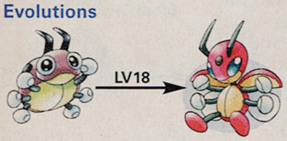
Height: 4'07"
Weight: 79 lbs.
Abilities: Early Bird—*Allows Ledian to wake up earlier when put to Sleep.*
Swarm—*When Ledian's HPs are low, its Bug-type moves are multiplied by 1.5.*

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Ledyba

Rarity: Evolve
Trade from *Colosseum*
Evolve Ledyba

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

Attacks

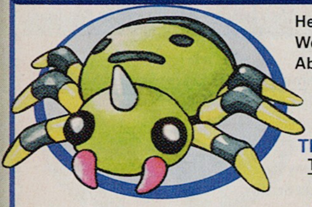
Level	Attack
—	Tackle
—	Supersonic
24	Light Screen
24	Reflect
24	Safeguard
33	Baton Pass
42	Swift
51	Agility
60	Double-Edge

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Mega Punch

167: Spinarak™

BUG POISON



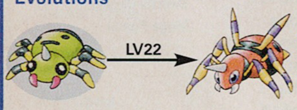
Height: 1'08"
Weight: 19 lbs.
Abilities: Insomnia—*Prevents Spinarak from being put to Sleep.*
Swarm—*When Spinarak's HPs are low, its Bug-type moves are multiplied by 1.5.*

Location(s)

Rarity: Rare
Six Island

Rarity: Rare
Six Island

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM29	Psychic
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

Attacks

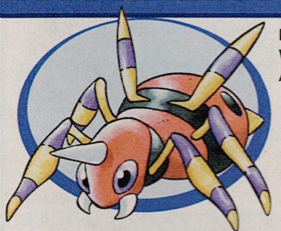
Level	Attack
—	Poison Sting
—	String Shot
6	Scary Face
11	Constrict
17	Night Shade
23	Leech Life
30	Fury Swipes
37	Spider Web
45	Agility
53	Psychic

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

168: Ariados™

BUG POISON



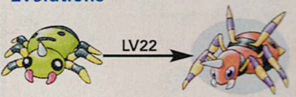
Height: 3'07"
Weight: 74 lbs.
Abilities: Insomnia—*Prevents Ariados from being put to Sleep.*
Swarm—*When Ariados's HPs are low, its Bug-type moves are multiplied by 1.5.*

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Spinarak

Rarity: Evolve
Trade from *Colosseum*
Evolve Spinarak

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM29	Psychic
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash

Attacks

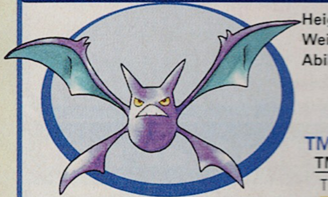
Level	Attack
—	Poison Sting
—	String Shot
—	Scary Face
—	Constrict
25	Leech Life
34	Fury Swipes
43	Spider Web
53	Agility
63	Psychic

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

169: Crobat™

POISON FLYING



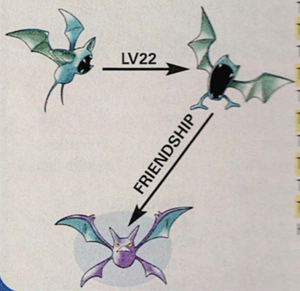
Height: 5'11"
Weight: 165 lbs.
Ability: Inner Focus—*Prevents Crobat from Flinching.*

Location(s)

Rarity: Evolve
Evolve Golbat with Friendship

Rarity: Evolve
Evolve Golbat with Friendship

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM36	Sludge Bomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
TM49	Snatch
HM02	Fly

Attacks

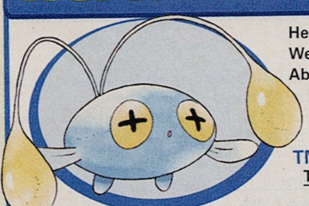
Level	Attack
—	Leech Life
—	Screech
—	Supersonic
—	Astonish
28	Confuse Ray
35	Air Cutter
42	Mean Look
49	Poison Fang
56	Haze

Move Tutor

Attack
Double-Edge
Mimic
Substitute

170: Chinchou™

ELECTRIC WATER



Height: 1'08"
Weight: 26 lbs.
Abilities: Volt Absorb—*Chinchou's HPs are restored every time he is struck by an Electric-type attack.*
Illuminate—*When Chinchou is in the first slot, the chances of running into a Wild Pokémon increase.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM05	Flash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Bubble
—	Thunder Wave
5	Supersonic
13	Flail
17	Water Gun
25	Spark
29	Confuse Ray
37	Take Down
41	Hydro Pump
49	Charge

Move Tutor

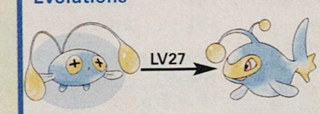
Attack
Double-Edge
Mimic
Substitute
Thunder Wave

Location(s)

Rarity: None
Trade From *Ruby* or *Sapphire*

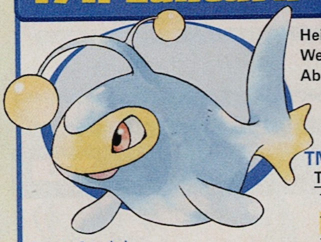
Rarity: None
Trade From *Ruby* or *Sapphire*

Evolutions



171: Lanturn™

ELECTRIC WATER



Height: 3'11"
Weight: 50 lbs.
Abilities: Volt Absorb—*Lanturn's HPs are restored every time an Electric-type attack strikes it.*
Illuminate—*When Lanturn is in the first slot, the chances of running into a Wild Pokémon increase.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM05	Flash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Thunder Wave
—	Supersonic
—	Bubble
13	Flail
32	Confuse Ray
43	Take Down
50	Hydro Pump
61	Charge

Move Tutor

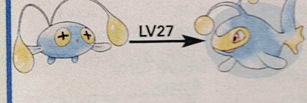
Attack
Double-Edge
Mimic
Substitute
Thunder Wave

Location(s)

Rarity: None
Trade From *Ruby* or *Sapphire*
Evolve Chinchou

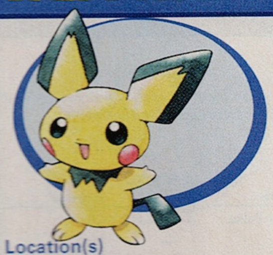
Rarity: None
Trade From *Ruby* or *Sapphire*
Evolve Chinchou

Evolutions



172: Pichu™

ELECTRIC



Height: 1'00"
Weight: 4 lbs.
Ability: Static—*An opponent has a 30% chance of being Paralyzed if Pichu is directly hit.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Thundershock
—	Charm
6	Tail Whip
8	Thunder Wave
11	Sweet Kiss

Move Tutor

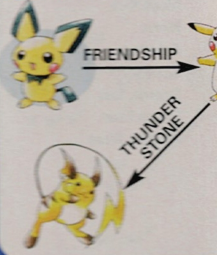
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

Location(s)

Rarity: Breed
Breed Pikachu

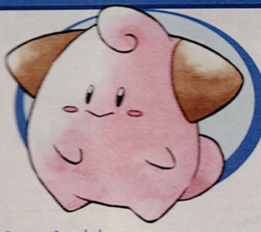
Rarity: Breed
Breed Pikachu

Evolutions



173: Cleffa™

NORMAL



Height: 1'00"
Weight: 7 lbs.
Ability: Cute Charm—*If an opponent physically strikes Cleffa, it has a 30% chance of becoming Attracted to it.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Pound
—	Charm
4	Encore
8	Sing
13	Sweet Kiss
17	Magical Leaf

Move Tutor

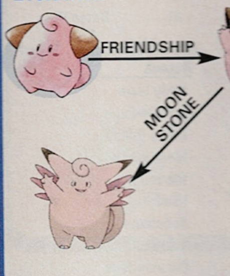
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave
Softboiled

Location(s)

Rarity: Breed
Breed Clefairy

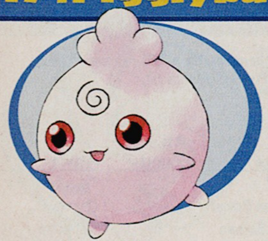
Rarity: Breed
Breed Clefairy

Evolutions



174: Igglybuff™

NORMAL



Height: 1'00"
Weight: 2 lbs.
Ability: Cute Charm—*If an opponent physically strikes Igglybuff, it has a 30% chance of becoming Attracted to it.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Charm
—	Sing
4	Defense Curl
9	Pound
14	Sweet Kiss

Move Tutor

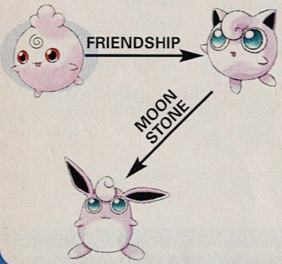
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

Location(s)

Rarity: Breed
Breed Jigglypuff

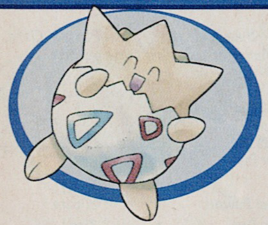
Rarity: Breed
Breed Jigglypuff

Evolutions



175: Togepi™

NORMAL



Height: 1'00"
Weight: 3 lbs.
Abilities: Serene Grace—*Togepi's attacks that do more than one effect have 2x the chance of occurring.*
Hustle—*Multiplies Togepi's attacks to 1.5, but lowers its Accuracy to 80%.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Growl
—	Charm
4	Metronome
9	Sweet Kiss
13	Yawn
17	Encore
21	Ancientpower
25	Follow Me
29	Wish
33	Safeguard
37	Double-Edge
41	Baton Pass

Move Tutor

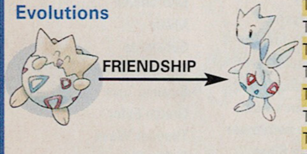
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave
Softboiled

Location(s)

Rarity: Only One
Five Island (Egg)

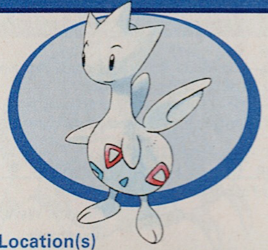
Rarity: Only One
Five Island (Egg)

Evolutions



176: Togetic™

NORMAL FLYING



Height: 2'00"
Weight: 7 lbs.
Abilities: Serene Grace—*Togetic's attacks that do extra effects have 2x the chance of occurring.*
Hustle—*Multiplies Togetic's attacks to 1.5, but lowers its Accuracy to 80%.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM47	Steel Wing
HM02	Fly
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Magical Leaf
—	Growl
—	Charm
—	Metronome
—	Sweet Kiss
13	Yawn
17	Encore
21	Ancientpower
25	Follow Me
29	Wish
33	Safeguard
37	Double-Edge
41	Baton Pass

Move Tutor

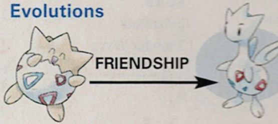
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave
Softboiled

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Togepi

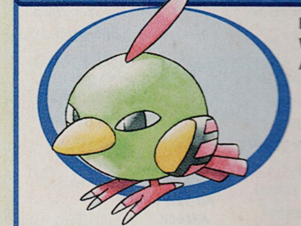
Rarity: Evolve
Trade from *Colosseum*
Evolve Togepi

Evolutions



177: Natu™

PSYCHIC FLYING



Height: 0'08"
Weight: 4 lbs.
Abilities: Synchronize—*When Natu gets Poisoned, Burned, or Paralyzed, the opponent also gets the same condition.*
Early Bird—*Allows Natu to wake up earlier when put to Sleep.*

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
TM48	Skill Swap
HM05	Flash

Attacks

Level	Attack
—	Peck
—	Leer
10	Night Shade
20	Teleport
30	Wish
30	Future Sight
40	Confuse Ray
50	Psychic

Move Tutor

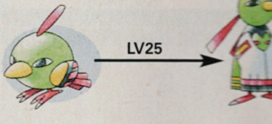
Attack
Double-Edge
Mimic
Substitute
Dream Eater
Thunder Wave

Location(s)

Rarity: Common
Trade from *Ruby, Sapphire,* or *Colosseum*
Six Island

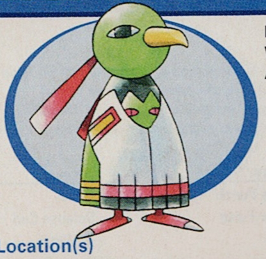
Rarity: Common
Trade from *Ruby, Sapphire,* or *Colosseum*
Six Island

Evolutions



178: Xatu™

PSYCHIC FLYING



Height: 4'11"
Weight: 33 lbs.
Abilities: Synchronize—*When Xatu gets Poisoned, Burned, or Paralyzed, the opponent also gets the same condition.* Early Bird—*Allows Xatu to wake up earlier when put to Sleep.*

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
TM48	Skill Swap
HM02	Fly
HM05	Flash

Attacks

Level	Attack
—	Peck
—	Leer
10	Night Shade
20	Teleport
35	Wish
35	Future Sight
50	Confuse Ray
65	Psychic

Move Tutor

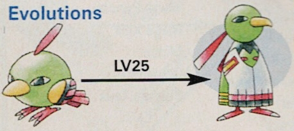
Attack
Double-Edge
Mimic
Substitute
Dream Eater
Thunder Wave

Location(s)

Rarity: Evolve
Trade from *Ruby, Sapphire,* or *Colosseum*
Evolve Natu

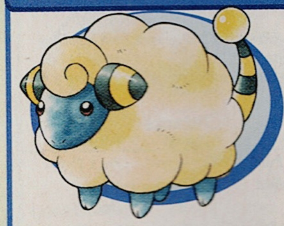
Rarity: Evolve
Trade from *Ruby, Sapphire,* or *Colosseum*
Evolve Natu

Evolutions



179: Mareep™

ELECTRIC



Height: 2'00"
Weight: 17 lbs.
Ability: Static—*An opponent has a 30% chance of being Paralyzed if Mareep is directly hit.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Growl
9	Thundershock
16	Thunder Wave
23	Cotton Spore
30	Light Screen
37	Thunder

Move Tutor

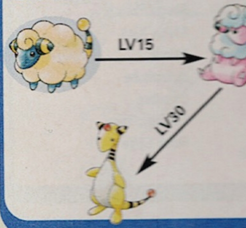
Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

Location(s)

Rarity: Rare
Trade Flaaffy or Ampharos from *Colosseum*, then Breed

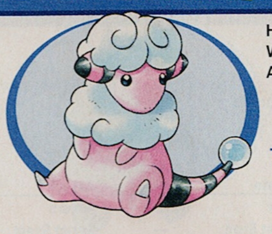
Rarity: Rare
Trade Flaaffy or Ampharos from *Colosseum*, then Breed

Evolutions



180: Flaaffy™

ELECTRIC



Height: 2'07"
Weight: 29 lbs.
Ability: Static—*An opponent has a 30% chance of being Paralyzed if Flaaffy is directly hit.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Growl
—	Thundershock
18	Thunder Wave
27	Cotton Spore
36	Light Screen
45	Thunder

Move Tutor

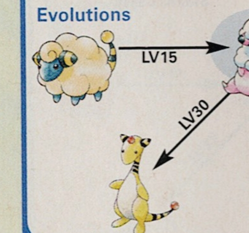
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Mareep

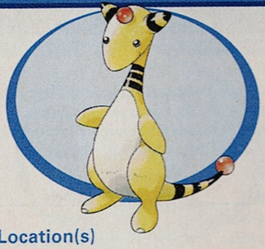
Rarity: Evolve
Trade from *Colosseum*
Evolve Mareep

Evolutions



181: Ampharos™

ELECTRIC



Height: 4'07"
Weight: 130 lbs.
Ability: Static—*An opponent has a 30% chance of being Paralyzed if Ampharos is directly hit.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Growl
—	Thundershock
—	Thunder Wave
30	Thunderpunch
42	Light Screen
57	Thunder

Move Tutor

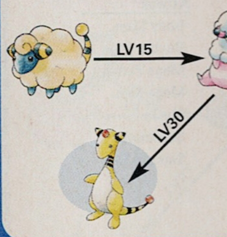
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

Location(s)

Rarity: Evolve
Evolve Flaaffy

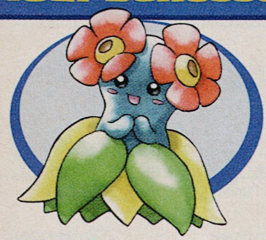
Rarity: Evolve
Evolve Flaaffy

Evolutions



182: Bellossom™

GRASS



Height: 1'04"
Weight: 13 lbs.
Ability: Chlorophyll—*Bellossom's Speed is doubled when the Sunlight is strong.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Absorb
—	Sweet Scent
—	Stun Spore
—	Magical Leaf
44	Petal Dance
55	Solarbeam

Move Tutor

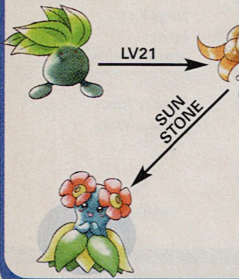
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Evolve
Trade from *FireRed*

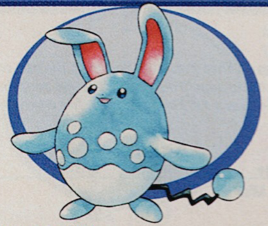
Rarity: Evolve
Evolve Gloom

Evolutions



184: Azumarill™

WATER



Height: 2'07"
Weight: 63 lbs.
Abilities: Thick Fat—*When Azumarill is attacked by Fire-type or Ice-type attacks, the damage reduces by half.*
Huge Power—*Increases the power of Azumarill's Attack, but power reduces when the Ability changes.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Tackle
—	Defense Curl
—	Tail Whip
—	Water Gun
—	Rollout
24	Bubblebeam
34	Double-Edge
45	Rain Dance
57	Hydro Pump

Move Tutor

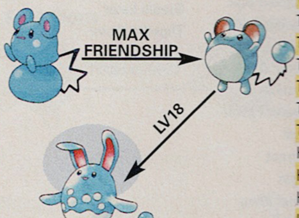
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Seismic Toss

Location(s)

Rarity: Evolve
Evolve Marill
Trade from *Ruby/Sapphire*

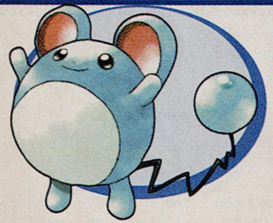
Rarity: None
Trade from *LeafGreen*
Trade from *Ruby/Sapphire*

Evolutions



183: Marill™

WATER



Height: 1'04"
Weight: 19 lbs.
Abilities: Thick Fat—*When Marill gets attacked by Fire-type or Ice-type attacks, the damage is reduced by half.*
Huge Power—*Increases the power of Marill's Attack, but power reduces when the Ability changes.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Tackle
—	Defense Curl
6	Tail Whip
10	Water Gun
15	Rollout
21	Bubblebeam
28	Double-Edge
36	Rain Dance
45	Hydro Pump

Move Tutor

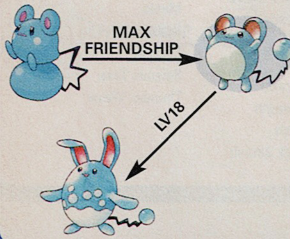
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Seismic Toss

Location(s)

Rarity: Common
Four Island Six Island Evolve Azurill
Trade from *Ruby/Sapphire*

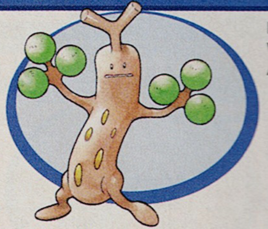
Rarity: None
Trade from *LeafGreen* Evolve Azurill
Trade from *Ruby/Sapphire*

Evolutions



185: Sudowoodo™

ROCK



Height: 3'11"
Weight: 84 lbs.
Abilities: Rock Head—*Prevents Sudowoodo from receiving recoil damage.*
Sturdy—*Prevents Sudowoodo from receiving a one hit KO.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Rock Throw
—	Mimic
9	Flail
17	Low Kick
25	Rock Slide
33	Block
41	Faint Attack
49	Slam
57	Double-Edge

Move Tutor

Attack
Body Slam
Double-Edge
Explosion
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: None
Trade from *Colosseum*

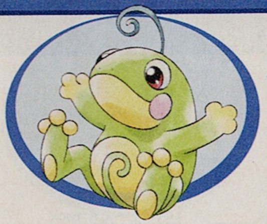
Rarity: None
Trade from *Colosseum*

Evolutions

Does not evolve

186: Politoed™

WATER



Height: 3'07"
Weight: 75 lbs.
Abilities: Damp—*No one can use Selfdestruct or Explosion while Politoed is in battle.*
Water Absorb—*Politoed gets 1/4 HPs back when a Water-type attack hits it.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM29	Psychic
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM04	Strength
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Water Gun
—	Hypnosis
—	Doubleslap
35	Perish Song
51	Swagger

Move Tutor

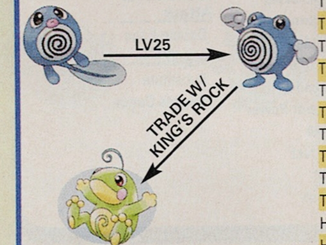
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss

Location(s)

Rarity: Evolve
Evolve Poliwhirl

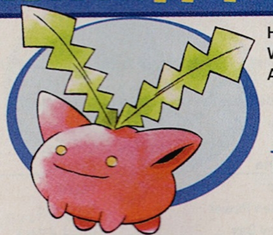
Rarity: Evolve
Evolve Poliwhirl

Evolutions



187: Hoppip™

GRASS FLYING



Height: 1'04"
Weight: 1 lb.
Ability: Chlorophyll—*When the Sunlight is strong, Hoppip's Speed doubles.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Splash
5	Synthesis
5	Tail Whip
10	Tackle
13	Poisonpowder
15	Stun Spore
17	Sleep Powder
20	Leech Seed
25	Cotton Spore
30	Mega Drain

Move Tutor

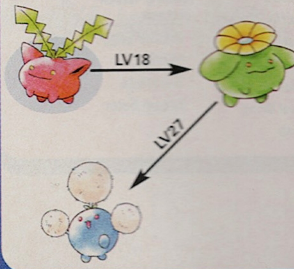
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Common
Five Island

Rarity: Common
Five Island

Evolutions



188: Skiploom™

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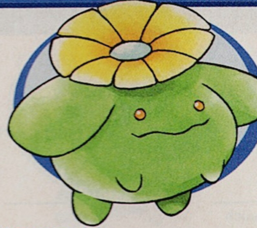


Height: 2'00"
Weight: 2 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Skiploom's Speed doubles.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Splash
—	Synthesis
—	Tail Whip
—	Tackle
22	Leech Seed
29	Cotton Spore
36	Mega Drain

Move Tutor

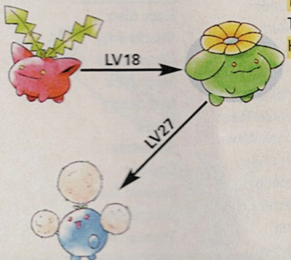
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Hoppip

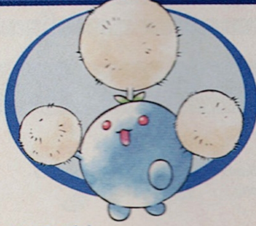
Rarity: Evolve
Trade from *Colosseum*
Evolve Hoppip

Evolutions



189: Jumpluff™

GRASS FLYING



Height: 2'07"
Weight: 7 lbs.
Ability: Chlorophyll—*When the Sunlight is strong, Jumpluff's Speed doubles.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM05	Flash

Attacks

Level	Attack
—	Splash
—	Synthesis
—	Tail Whip
—	Tackle
33	Cotton Spore
44	Mega Drain

Move Tutor

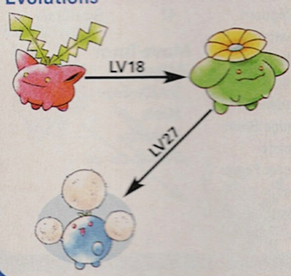
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: Evolve
Evolve Skiploom

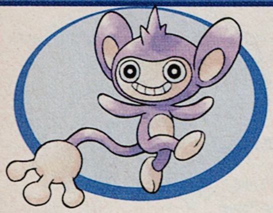
Rarity: Evolve
Evolve Skiploom

Evolutions



190: Aipom™

NORMAL



Height: 2'07"
Weight: 25 lbs.
Abilities: Run Away—*Allows Aipom to escape from Wild Pokémon.*
Pickup—*Attaches Items when walking; allows Aipom to take opponent's Item during battle.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Scratch
—	Tail Whip
6	Sand-Attack
13	Astonish
18	Baton Pass
25	Tickle
31	Fury Swipes
38	Swift
43	Screech
50	Agility

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

Location(s)

Rarity: Rare
Trade from *Colosseum*

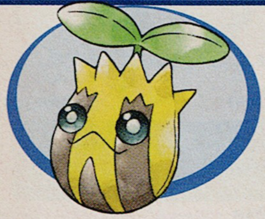
Rarity: Rare
Trade from *Colosseum*

Evolutions

Does not evolve

191: Sunkern™

GRASS



Height: 1'00"
Weight: 4 lbs.
Ability: Chlorophyll—*Sunkern's speed doubles when the Sunlight is strong.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Absorb
6	Growth
13	Mega Drain
18	Ingrain
25	Endeavor
30	Sunny Day
37	Synthesis
42	Giga Drain

Move Tutor

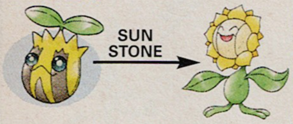
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: None
Trade Sunflora from *Colosseum*, then breed

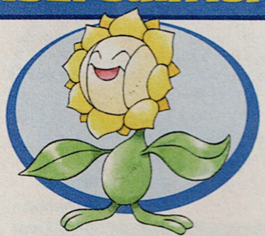
Rarity: None
Trade Sunflora from *Colosseum*, then breed

Evolutions



192: Sunflora™

GRASS



Height: 2'07"
Weight: 19 lbs.
Ability: Chlorophyll—*Sunflora's Speed doubles when the Sunlight is strong.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM32	Double Team
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Absorb
—	Pound
6	Growth
13	Razor Leaf
18	Ingrain
25	Bullet Seed
30	Sunny Day
37	Petal Dance
42	Solarbeam

Move Tutor

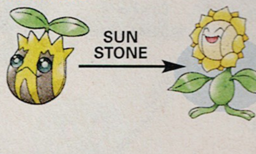
Attack
Double-Edge
Mimic
Substitute
Swords Dance

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Sunkern

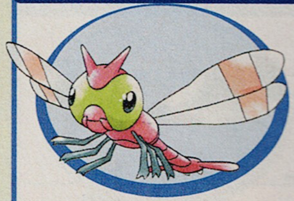
Rarity: None
Trade from *Colosseum*
Evolve Sunkern

Evolutions



193: Yanma™

BUG FLYING



Height: 3'11"
Weight: 84 lbs.
Abilities: Speed Boost—*Yamna's Speed raises one level after each turn.*
Compoundeyes—*Yanma's Accuracy raises by 30%.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Foresight
6	Quick Attack
12	Double Team
17	Sonicboom
23	Hypnosis
28	Detect
45	Supersonic
34	Uproar
39	Wing Attack
50	Screech

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Rare
Trade from *Colosseum*

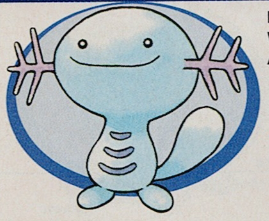
Rarity: Rare
Trade from *Colosseum*

Evolutions

Does not evolve

194: Wooper™

WATER GROUND



Height: 1'04"
Weight: 19 lbs.
Abilities: Damp—*No one can use Selfdestruct or Explosion while Wooper is in battle.*
Water Absorb—*Wooper gets 1/4 HPs back when a Water attack hits it.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM37	Sandstorm
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM05	Flash
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Water Gun
—	Tail Whip
11	Slam
16	Mud Shot
21	Amnesia
31	Yawn
36	Earthquake
41	Rain Dance
51	Mist
51	Haze

Move Tutor

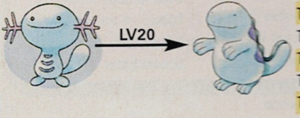
Attack
Body Slam
Double-Edge
Mimic
Substitute

Location(s)

Rarity: None
Trade from *FireRed*

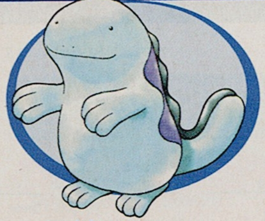
Rarity: Common
Six Island

Evolutions



195: Quagsire™

WATER GROUND



Height: 4'07"
Weight: 165 lbs.
Abilities: Damp—*No one can use Selfdestruct or Explosion while Quagsire is in battle*
Water Absorb—*Quagsire gets 1/4 HPs back when a Water-type attack hits it.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM36	Sludge Bomb
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM05	Flash
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Water Gun
—	Tail Whip
23	Amnesia
35	Yawn
42	Earthquake
49	Rain Dance
61	Mist
61	Haze

Move Tutor

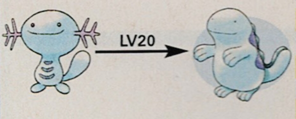
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

Location(s)

Rarity: None
Trade from *FireRed* or *Colosseum*

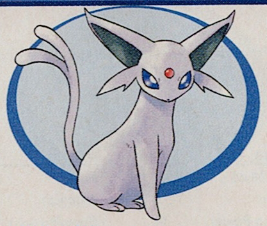
Rarity: Evolve
Trade from *Colosseum*
Evolve Wooper

Evolutions



196: Espeon™

PSYCHIC



Height: 2'11"
Weight: 58 lbs.
Ability: Synchronize—*When Espeon is attacked with Poison, Paralyze, or Burn, the opponent receives the same.*

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM48	Skill Swap
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Helping Hand
8	Sand-Attack
16	Confusion
23	Quick Attack
30	Swift
36	Psybeam
42	Psych Up
47	Psychic
52	Morning Sun

Move Tutor

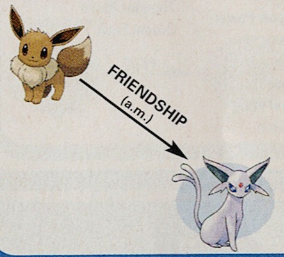
Attack
Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Eevee

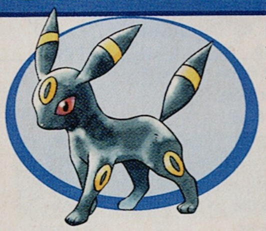
Rarity: Evolve
Trade from *Colosseum*
Evolve Eevee

Evolutions



197: Umbreon™

DARK



Height: 3'03"
Weight: 60 lbs.
Ability: Synchronize—*When Umbreon is attacked with Poison, Paralyze, or Burn, the opponent receives the same.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM49	Snatch
HM01	Cut
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Tail Whip
—	Helping Hand
8	Sand-Attack
16	Pursuit
23	Quick Attack
30	Confuse Ray
36	Faint Attack
42	Mean Look
47	Screech
52	Moonlight

Move Tutor

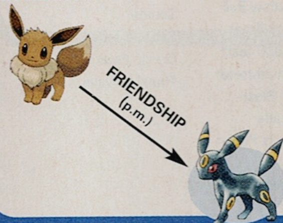
Attack
Body Slam
Double-Edge
Mimic
Substitute
Dream Eater

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Eevee

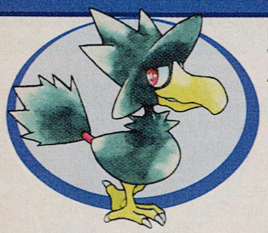
Rarity: Evolve
Trade from *Colosseum*
Evolve Eevee

Evolutions



198: Murkrow™

DARK FLYING



Height: 1'08"
Weight: 5 lbs.
Ability: Insomnia—*Prevents Murkrow from being put to Sleep.*

Location(s)

Rarity: None
Trade from *FireRed* or *Colosseum*

Rarity: Rare
Trade from *Colosseum*
Five Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
TM49	Snatch
HM02	Fly

Attacks

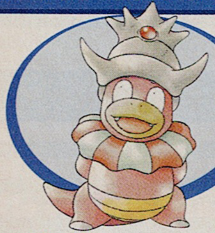
Level	Attack
—	Peck
9	Astonish
14	Pursuit
22	Haze
27	Night Shade
35	Faint Attack
40	Taunt
48	Mean Look

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave
Dream Eater

199: Slowking™

WATER PSYCHIC



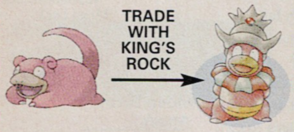
Height: 6'07"
Weight: 175 lbs.
Abilities: Oblivious—*Prevents Slowking from being Attracted.*
Own Tempo—*Prevents Slowking from being Confused.*

Location(s)

Rarity: Evolve
Evolve Slowpoke

Rarity: None
Trade from *LeafGreen*

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM48	Skill Swap
HM03	Surf
HM04	Strength
HM05	Flash
HM06	Rock Smash
HM08	Dive

Attacks

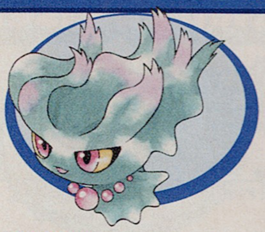
Level	Attack
—	Curse
—	Tackle
—	Yawn
6	Growl
13	Water Gun
17	Confusion
24	Disable
29	Headbutt
36	Swagger
40	Psychic
47	Psych Up

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

200: Misdreavus™

GHOST



Height: 2'04"
Weight: 2 lbs.
Ability: Levitate—*Prevents Ground-type attacks from hitting Misdreavus.*

Location(s)

Rarity: Common
Trade from *Colosseum*
Fire Island

Rarity: None
Trade from *LeafGreen or Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM05	Flash

Attacks

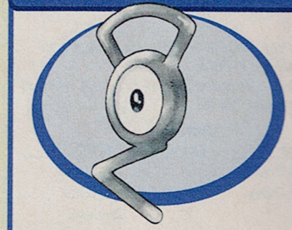
Level	Attack
—	Growl
—	Psywave
6	Spite
11	Astonish
17	Confuse Ray
23	Mean Look
30	Psybeam
37	Pain Split
45	Perish Song
53	Grudge

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Dream Eater
Thunder Wave

201: Unown™

PSYCHIC



Height: 1'08"
Weight: 11 lbs.
Ability: Levitate—*Prevents Ground-type moves from hitting Unown.*

Location(s)

Rarity: Common
Seven Island

Rarity: Common
Seven Island

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Hidden Power

Move Tutor

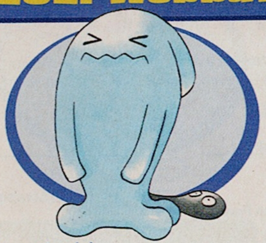
Attack
None

Evolutions

Does not evolve

202: Wobbuffet™

PSYCHIC



Height: 4'03"
Weight: 63 lbs.
Ability: Shadow Tag—*An opponent cannot be switched out while Wobbuffet is in battle.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Counter
—	Mirror Coat
—	Safeguard
—	Destiny Bond

Move Tutor

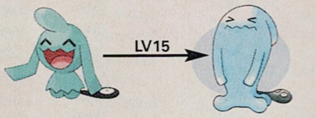
Attack
None

Location(s)

Rarity: Common
Cerulean Cave
Six Island
Evolve Wynaut
Trade from *Ruby* or *Sapphire*

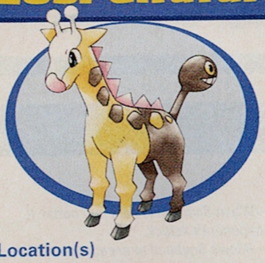
Rarity: Common
Cerulean Cave
Six Island
Evolve Wynaut
Trade from *Ruby* or *Sapphire*

Evolutions



203: Girafarig™

NORMAL PSYCHIC



Height: 4'11"
Weight: 91 lbs.
Abilities: Inner Focus—*Prevents Girafarig from Flinching.*
Early Bird—*Allows Girafarig to wake up faster when put to Sleep.*

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
TM49	Snatch
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Growl
7	Astonish
13	Confusion
19	Stomp
25	Odor Sleuth
31	Agility
37	Baton Pass
43	Psybeam
49	Crunch

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Dream Eater
Thunder Wave

Location(s)

Rarity: None
Trade From *Ruby* or *Sapphire*

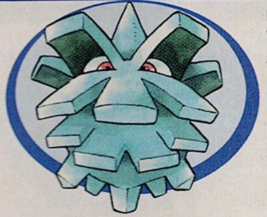
Rarity: None
Trade From *Ruby* or *Sapphire*

Evolutions

Does not evolve

204: Pineco™

BUG



Height: 2'00"
Weight: 16 lbs.
Ability: Sturdy—*Prevents a one hit KO from hitting Pineco.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM37	Sandstorm
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Protect
8	Selfdestruct
15	Take Down
22	Rapid Spin
29	Bide
36	Explosion
43	Spikes
50	Double-Edge

Move Tutor

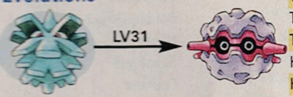
Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter
Rock Slide
Explosion

Location(s)

Rarity: Rare
Trade Forretress from *Colosseum*, then breed

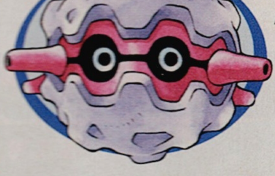
Rarity: Rare
Trade Forretress from *Colosseum*, then breed
Cave of Origin

Evolutions



205: Forretress™

BUG STEEL



Height: 3'11"
Weight: 277 lbs.
Ability: Sturdy—*Prevents a one hit KO from hitting Forretress.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM19	Giga Drain
TM21	Frustration
TM22	Solarbeam
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM37	Sandstorm
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Protect
—	Selfdestruct
31	Zap Cannon
39	Explosion
49	Spikes
59	Double-Edge

Move Tutor

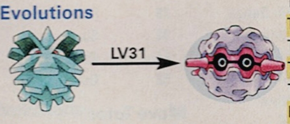
Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter
Rock Slide

Location(s)

Rarity: Trade
Trade From *Colosseum*
Evolve Pineco

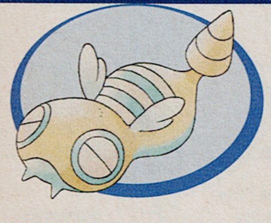
Rarity: Trade
Trade From *Colosseum*
Evolve Pineco

Evolutions



206: Dunsparce™

NORMAL



Height: 4'11"
Weight: 31 lbs.
Abilities: Run Away—*Allows Dunsparce to escape from Wild Pokémon.*
Serene Grace—*Attacks with extra effects have double the chance of occurring when Dunsparce is in battle.*

Location(s)

Rarity: Common
Three Island Trade from *Colosseum*

Rarity: Common
Three Island Trade from *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

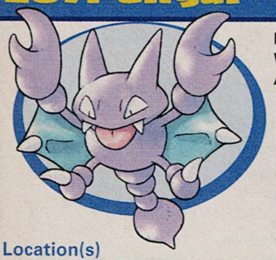
Level	Attack
—	Rage
4	Defense Curl
11	Yawn
14	Glare
21	Rollout
24	Spite
31	Pursuit
34	Screech
41	Take Down
44	Flail
51	Endeavor

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter
Dream Eater
Rock Slide
Thunder Wave

207: Gligar™

GROUND FLYING



Height: 3'07"
Weight: 143 lbs.
Abilities: Sand Veil—*During a sandstorm, Gligar is able to evade more moves.*
Hyper Cutter—*Prevents Gligar's Attack from lowering.*

Location(s)

Rarity: Trade
Trade from *Colosseum*

Rarity: Trade
Trade from *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM37	Sandstorm
TM39	Rock Tomb
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

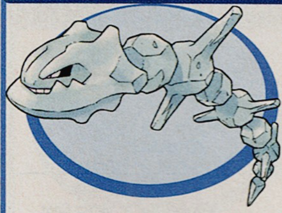
Level	Attack
—	Poison Sting
6	Sand-Attack
13	Harden
20	Quick Attack
28	Faint Attack
36	Slash
44	Screech
52	Guillotine

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Dream Eater
Rock Slide

208: Steelix™

STEEL GROUND



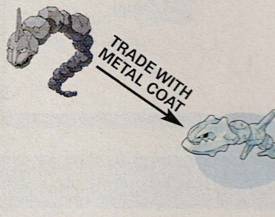
Height: 30'02"
Weight: 882 lbs.
Abilities: Sturdy—*Prevents a one hit KO from hitting Steelix.*
Rock Head—*Prevents Steelix from receiving Recoil damage.*

Location(s)

Rarity: Evolve
Evolve Onix

Rarity: Evolve
Evolve Onix

Evolutions



TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

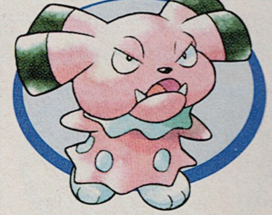
Level	Attack
—	Tackle
—	Screech
8	Bind
12	Rock Throw
19	Harden
23	Rage
30	Dragonbreath
34	Sandstorm
41	Slam
45	Iron Tail
52	Crunch
56	Double-Edge

Move Tutor

Attack
Double-Edge
Explosion
Mimic
Substitute
Rock Slide
Body Slam

209: Snubbull™

NORMAL



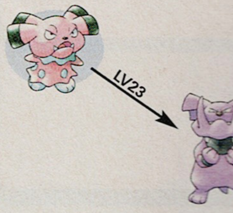
Height: 2'00"
Weight: 17 lbs.
Abilities: Intimidate—*When Snubbull is sent into battle, it lowers the opponent's Attack.*
Run Away—*Allows Snubbull to escape from Wild Pokémon.*

Location(s)

Rarity: Trade
Trade Granbull from *Colosseum*, then Breed

Rarity: Trade
Trade Granbull from *Colosseum*, then Breed

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

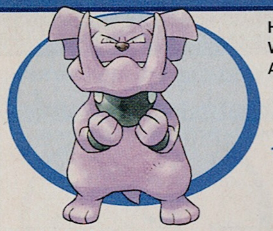
Level	Attack
—	Tackle
—	Scary Face
4	Tail Whip
8	Charm
13	Bite
19	Lick
26	Roar
34	Rage
43	Take Down
53	Crunch

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

210: Granbull™

NORMAL



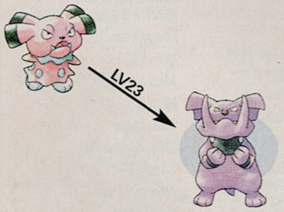
Height: 4'07"
Weight: 107 lbs.
Ability: Intimidate—*When Granbull is sent into battle, it lowers the opponent's Attack.*

Location(s)

Rarity: None
Trade Granbull from *Colosseum*
Evolve Snubbull

Rarity: None
Trade Granbull from *Colosseum*
Evolve Snubbull

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM39	Rock Tomb
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

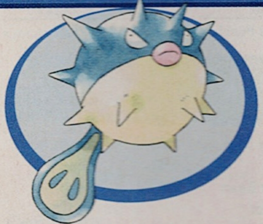
Level	Attack
—	Tackle
—	Scary Face
28	Roar
38	Rage
49	Take Down
61	Crunch

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Rock Slide
Thunder Wave

211: Qwilfish™

WATER POISON



Height: 1'08"
Weight: 9 lbs.
Abilities: Swift Swim—*Increases Qwilfish's Speed when it's Raining.*
Poison Point—*When Qwilfish is hit directly, the opponent has a 30% chance of being Poisoned.*

Location(s)

Rarity: None
Trade from *FireRed* or *Colosseum*

Rarity: Common
Trade from *Colosseum*
Five Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM36	Sludge Bomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

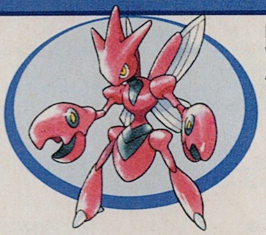
Level	Attack
—	Tackle
—	Poison Sting
—	Spikes
9	Harden
9	Minimize
13	Water Gun
21	Pin Missile
25	Revenge
33	Take Down
37	Hydro Pump
45	Destiny Bond

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Thunder Wave

212: Scizor™

BUG STEEL



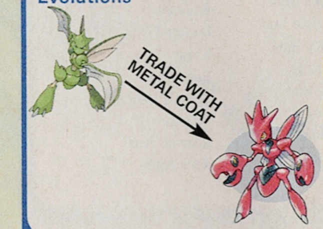
Height: 5'11"
Weight: 260 lbs.
Ability: Swarm—*When Scizor's HPs are very low, its Bug-type moves multiply by 1.5.*

Location(s)

Rarity: None
Trade from *FireRed*

Rarity: Evolve
Evolve Scyther

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM37	Sandstorm
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

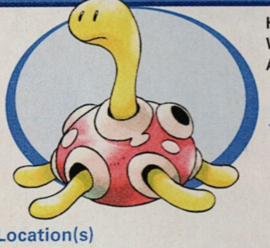
Level	Attack
—	Quick Attack
—	Leer
6	Focus Energy
11	Pursuit
16	False Swipe
21	Agility
26	Metal Claw
31	Slash
36	Swords Dance
41	Iron Defense
46	Fury Cutter

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Counter

213: Shuckle™

BUG ROCK



Height: 2'00"
Weight: 45 lbs.
Ability: Sturdy—*Prevents a one hit KO from hitting Shuckle.*

Location(s)

Rarity: Rare
Trade from *Colosseum*

Rarity: Rare
Trade from *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM20	Safeguard
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM36	Sludge Bomb
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

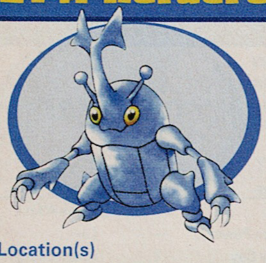
Level	Attack
—	Constrict
—	Withdraw
9	Wrap
14	Encore
23	Safeguard
28	Bide
37	Rest

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

214: Heracross™

BUG FIGHTING



Height: 4'11"
Weight: 119 lbs.
Abilities: Swarm—*When Heracross's HPs are low, its Bug-type moves multiply by 1.5.*
Guts—*When Heracross has a Status Condition, its Attack Power multiplies by 1.5.*

Location(s)

Rarity: Rare
Trade from *Ruby, Sapphire,* or *Colosseum*
Six Island

Rarity: Rare
Trade from *Ruby, Sapphire,* or *Colosseum*
Six Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

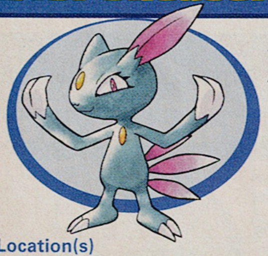
Level	Attack
—	Tackle
—	Leer
6	Horn Attack
11	Endure
17	Fury Attack
23	Brick Break
30	Counter
37	Take Down
45	Reversal
53	Megahorn

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

215: Sneasel™

DARK ICE



Height: 2'11"
Weight: 62 lbs.
Abilities: Inner Focus—*Prevents Sneasel from Fliching.*
Keen Eye—*Prevents Sneasel from having its Accuracy lowered.*

Location(s)

Rarity: Rare
Trade from *Colosseum*
Four Island

Rarity: None
Trade from *Colosseum*
Four Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

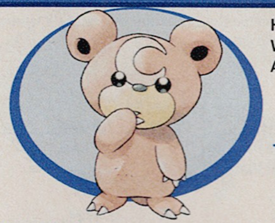
Level	Attack
—	Scratch
—	Leer
—	Taunt
8	Quick Attack
15	Screech
22	Faint Attack
29	Fury Swipes
36	Agility
43	Icy Wind
50	Slash
57	Beat Up
64	Metal Claw

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Swords Dance
Counter
Dream Eater

216: Teddiursa™

NORMAL



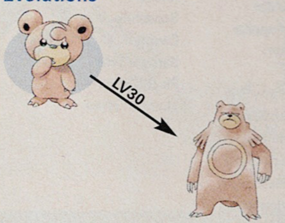
Height: 2'00"
Weight: 19 lbs.
Ability: Pickup—*May pick up items while in your party; Teddiursa may take the opponent's item in battle.*

Location(s)

Rarity: Rare
Trade Ursaring from *Colosseum*, then breed

Rarity: Rare
Trade Ursaring from *Colosseum*, then breed

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Roar
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

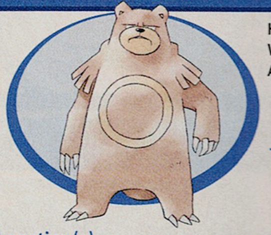
Level	Attack
—	Scratch
—	Leer
7	Lick
13	Fury Swipes
19	Fake Tears
25	Faint Attack
31	Rest
37	Slash
43	Snore
49	Thrash

Move Tutor

Attack
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Body Slam

217: Ursaring™

NORMAL



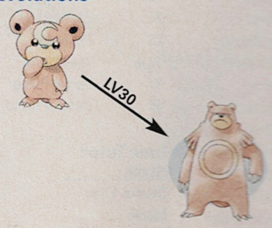
Height: 5'11"
Weight: 277 lbs.
Ability: Guts—*When Ursaring has a Status Condition, its Attack power multiplies by 1.5.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Teddiursa

Rarity: None
Trade from *Colosseum*
Evolve Teddiursa

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM05	Roar
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM39	Rock Tomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM01	Cut
HM04	Strength
HM06	Rock Smash

Attacks

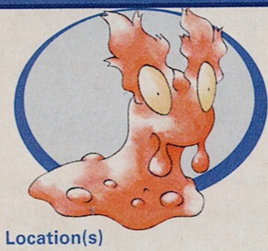
Level	Attack
—	Scratch
—	Leer
—	Lick
—	Fury Swipes
31	Rest
37	Slash
43	Snore
49	Thrash

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide

218: Slugma™

FIRE



Height: 2'04"
Weight: 77 lbs.
Abilities: Magma Armor—*Prevents Slugma from being Frozen.*
Flame Body—*The opponent has a 30% chance of being Burned when a physical attack hits Slugma.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM21	Frustration
TM27	Return
TM32	Double Team
TM33	Reflect
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM06	Rock Smash

Attacks

Level	Attack
—	Yawn
—	Smog
8	Ember
15	Rock Throw
22	Harden
29	Amnesia
36	Flamethrower
43	Rock Slide
50	Body Slam

Move Tutor

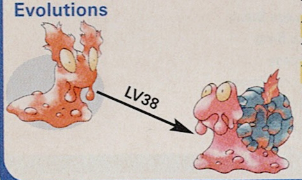
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Common
Trade from *Ruby, Sapphire,* or *Colosseum*
One Island

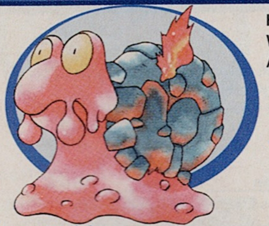
Rarity: Common
Trade from *Ruby, Sapphire,* or *Colosseum*
One Island

Evolutions



219: Magcargo™

FIRE ROCK



Height: 2'07"
Weight: 121 lbs.
Abilities: Magma Armor—*Prevents Magcargo from being Frozen.*
Flame Body—*The opponent has a 30% chance of being Burned when a physical attack hits Magcargo.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM21	Frustration
TM26	Earthquake
TM27	Return
TM32	Double Team
TM33	Reflect
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Yawn
—	Smog
—	Ember
—	Rock Throw
22	Harden
29	Amnesia
36	Flamethrower
48	Rock Slide
60	Body Slam

Move Tutor

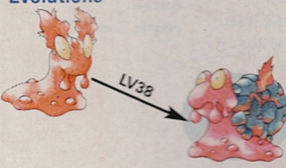
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Evolve
Evolve Slugma One Island

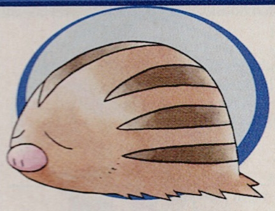
Rarity: Evolve
Evolve Slugma One Island

Evolutions



220: Swinub™

ICE GROUND



Height: 1'04"
Weight: 14 lbs.
Ability: Oblivious—*Prevents Swinub from being Attracted.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Odor Sleuth
10	Powder Snow
19	Endure
28	Take Down
37	Mist
46	Blizzard
55	Amnesia

Move Tutor

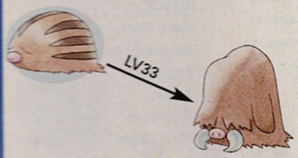
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Common
Four Island

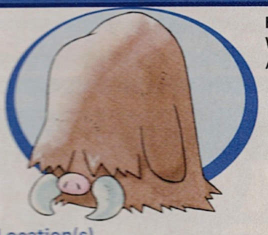
Rarity: Common
Four Island

Evolutions



221: Piloswine™

ICE GROUND



Height: 3'07"
Weight: 123 lbs.
Ability: Oblivious—*Prevents Piloswine from being Attracted.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Horn Attack
—	Odor Sleuth
—	Powder Snow
—	Endure
33	Fury Attack
42	Mist
56	Blizzard
70	Amnesia

Move Tutor

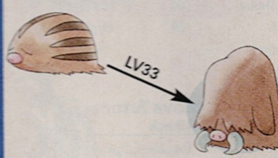
Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Swinub

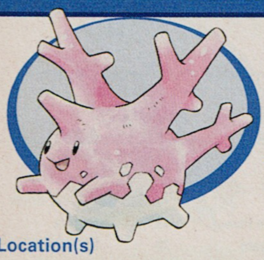
Rarity: Evolve
Trade from *Colosseum*
Evolve Swinub

Evolutions



222: Corsola™

WATER ROCK



Height: 2'00"
Weight: 11 lbs.
Abilities: Hustle—*Multiplies Corsola's Attack Power by 1.5, but lowers its Accuracy to 80%.*
Natural Cure—*When Corsola is switched out, its Status Condition is cured.*

Location(s)

Rarity: None
Trade From *Ruby* or *Sapphire*

Rarity: None
Trade From *Ruby* or *Sapphire*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

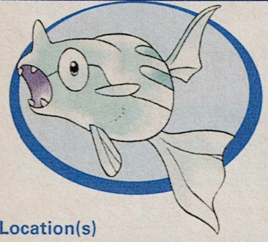
Level	Attack
—	Tackle
6	Harden
12	Bubble
17	Recover
17	Refresh
23	Bubblebeam
28	Spike Cannon
34	Rock Blast
39	Mirror Coat
45	Ancientpower

Move Tutor

Attack
Body Slam
Double-Edge
Explosion
Mimic
Substitute
Rock Slide

223: Remoraid™

WATER



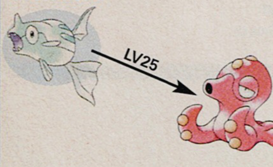
Height: 2'00"
Weight: 27 lbs.
Ability: Hustle—*Multiplies Remoraid's attacks by 1.5, but lowers its Accuracy to 80%.*

Location(s)

Rarity: Common
Trade From *Colosseum*
Five Island

Rarity: None
Trade From *LeafGreen* or *Colosseum*

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM29	Psychic
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

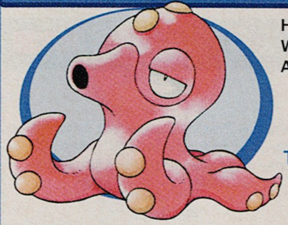
Level	Attack
—	Water Gun
11	Lock-on
22	Psybeam
22	Aurora Beam
22	Bubblebeam
33	Focus Energy
44	Ice Beam
55	Hyper Beam

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave

224: Octillery™

WATER



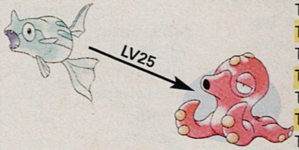
Height: 2'11"
Weight: 63 lbs.
Ability: Suction Cups—*Prevents Octillery from being switched out when the opponent uses Whirlwind or Roar.*

Location(s)

Rarity: Evolve
Evolve Remoraid

Rarity: None
Trade From *LeafGreen*

Evolutions



TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM09	Bullet Seed
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM29	Psychic
TM32	Double Team
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

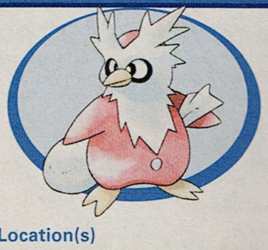
Level	Attack
—	Water Gun
25	Octazooka
38	Focus Energy
54	Ice Beam
70	Hyper Beam

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave
Seismic Toss

225: Delibird™

ICE FLYING



Height: 2'11"
Weight: 35 lbs.
Abilities: Hustle—*Multiplies Delibird's attacks by 1.5, but lowers its Accuracy to 80%.*
Vital Spirit—*Delibird cannot be put to sleep.*

Location(s)

Rarity: None
Trade From *FireRed* or *Colosseum*

Rarity: Rare
Trade From *Colosseum*
Four Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM02	Fly

Attacks

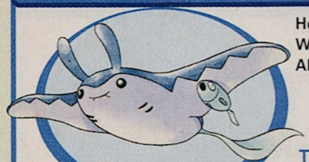
Level	Attack
—	Present

Move Tutor

Attack
Body Slam
Double-Edge
Mega Kick
Mega Punch
Mimic
Substitute
Counter
Seismic Toss

226: Mantine™

WATER FLYING



Height: 6'11"
Weight: 485 lbs.
Abilities: Water Absorb—*Mantine gets 1/4 HPs back when a Water-type attack hits it.*
Swift Swim—*Increases Mantine's Speed when it's raining.*

Location(s)

Rarity: Rare
Trade From *Colosseum*
Seven Island (Good Rod)

Rarity: None
Trade From *LeafGreen* or *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM32	Double Team
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

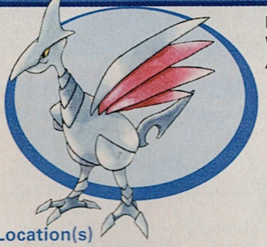
Level	Attack
—	Tackle
—	Bubble
8	Supersonic
15	Bubblebeam
22	Take Down
29	Agility
36	Wing Attack
43	Water Pulse
50	Confuse Ray

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

227: Skarmory™

STEEL FLYING



Height: 5'07"
Weight: 111 lbs.
Abilities: Keen Eye—*Prevents Skarmory's Accuracy from reducing.*
Sturdy—*Prevents a one hit KO from hitting Skarmory.*

Location(s)

Rarity: Rare
Trade from *FireRed, Ruby, Sapphire,* or *Colosseum*

Rarity: Rare
Seven Island

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM21	Frustration
TM27	Return
TM32	Double Team
TM37	Sandstorm
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM47	Steel Wing
HM01	Cut
HM02	Fly
HM06	Rock Smash

Attacks

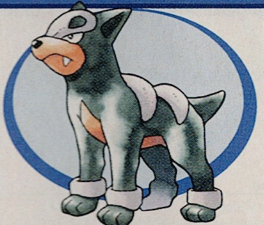
Level	Attack
—	Leer
—	Peck
10	Sand Attack
13	Swift
16	Agility
26	Fury Attack
29	Air Cutter
32	Steel Wing
42	Spikes
45	Metal Sound

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Counter
Rock Slide

228: Houndour™

DARK FIRE



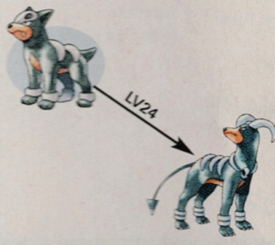
Height: 2'00"
Weight: 24 lbs.
Abilities: Flash Fire—*Boosts Houndour's Fire-type moves and prevents Fire-type moves from damaging it.*
Early Bird—*Allows Houndour to wake up earlier when put to Sleep.*

Location(s)

Rarity: Rare
Trade Houndoom from *Colosseum,* then breed

Rarity: Rare
Trade Houndoom from *Colosseum,* then breed

Evolutions



TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM17	Protect
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
TM50	Overheat
HM06	Rock Smash

Attacks

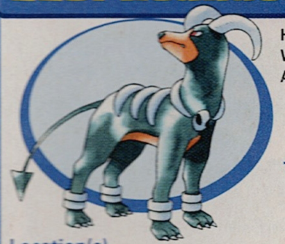
Level	Attack
—	Leer
—	Ember
7	Howl
13	Smog
19	Roar
25	Bite
31	Odor Sleuth
37	Faint Attack
43	Flamethrower
49	Crunch

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter
Dream Eater

229: Houndoom™

DARK FIRE



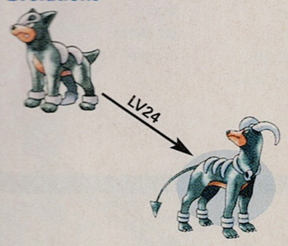
Height: 4'07"
Weight: 77 lbs.
Abilities: Flash Fire—*Boosts Houndoom's Fire-type moves and prevents Fire-type moves from damaging it.*
Early Bird—*Allows Houndoom to wake up earlier when put to Sleep.*

Location(s)

Rarity: None
Trade from *Colosseum*
Evolve Houndour

Rarity: None
Trade from *Colosseum*
Evolve Houndour

Evolutions



TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM30	Shadow Ball
TM32	Double Team
TM35	Flamethrower
TM36	Sludge Bomb
TM38	Fire Blast
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM49	Snatch
TM50	Overheat
HM04	Strength
HM06	Rock Smash

Attacks

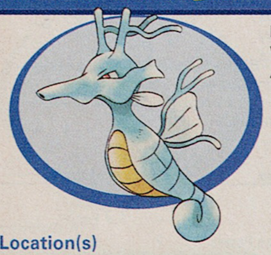
Level	Attack
—	Leer
—	Ember
—	Howl
27	Bite
35	Odor Sleuth
43	Faint Attack
51	Flamethrower
59	Crunch

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter
Dream Eater

230: Kingdra™

WATER DRAGON



Height: 5'11"
Weight: 335 lbs.
Ability: Swift Swim—*Increases Kingdra's Speed when it's Raining.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM07	Waterfall
HM08	Dive

Attacks

Level	Attack
—	Bubble
—	Smokescreen
—	Leer
—	Water Gun
29	Twister
40	Agility
51	Hydro Pump
62	Dragon Dance

Move Tutor

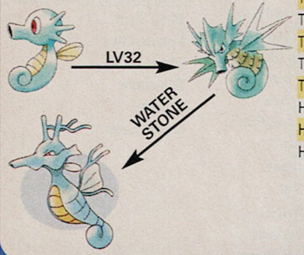
Attack
Double-Edge
Mimic
Substitute
Body Slam

Location(s)

Rarity: Evolve
Evolve Seadra

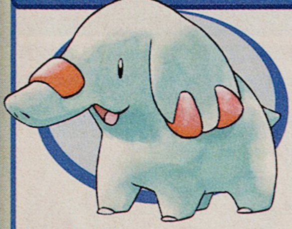
Rarity: Evolve
Evolve Seadra

Evolutions



231: Phanpy™

GROUND



Height: 1'08
Weight: 74 lbs.
Ability: Pickup—*Allows Phanpy to take items from the opponent in battle. Also takes items on roads when in a party.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Odor Sleuth
—	Tackle
—	Growl
9	Defense Curl
17	Flail
25	Take Down
33	Rollout
41	Endure
49	Double-Edge

Move Tutor

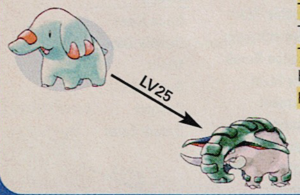
Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter

Location(s)

Rarity: Common
Trade from *Ruby/Sapphire*
Seven Island

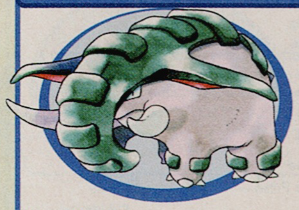
Rarity: Common
Trade from *Ruby/Sapphire*
Seven Island

Evolutions



232: Donphan™

GROUND



Height: 3'07"
Weight: 265 lbs.
Ability: Sturdy—*Prevents a one hit KO from hitting Donphan.*

TM/HM

TM/HM#	Name
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM32	Double Team
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Odor Sleuth
—	Horn Attack
—	Growl
9	Defense Curl
17	Flail
25	Fury Attack
33	Rollout
41	Rapid Spin
49	Earthquake

Move Tutor

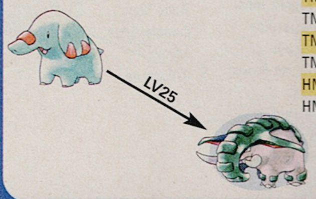
Attack
Body Slam
Double-Edge
Mimic
Substitute
Counter
Rock Slide

Location(s)

Rarity: Evolve
Evolve Phanpy
Trade from *Ruby/Sapphire*

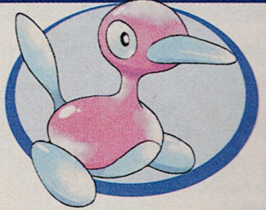
Rarity: Evolve
Evolve Phanpy
Trade from *Ruby/Sapphire*

Evolutions



233: Porygon2™

NORMAL



Height: 2'00"
Weight: 72 lbs.
Ability: Trace—*Allows Porygon2 to copy the opponent's Ability.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM34	Shock Wave
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM46	Thief
HM05	Flash

Attacks

Level	Attack
—	Tackle
—	Conversion
—	Conversion 2
9	Agility
12	Psybeam
20	Recover
24	Defense Curl
32	Lock-on
36	Tri Attack
44	Recycle
48	Zap Cannon

Move Tutor

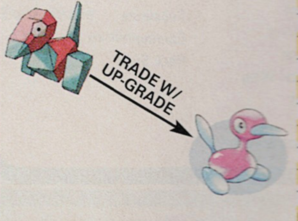
Attack
Double-Edge
Mimic
Substitute
Thunder Wave
Dream Eater

Location(s)

Rarity: Evolve
Evolve Porygon by trading

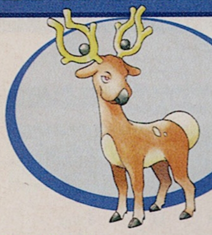
Rarity: Evolve
Evolve Porygon by trading

Evolutions



234: Stantler™

NORMAL



Height: 4'07"
Weight: 157 lbs.
Ability: Intimidate—*When Stantler goes into battle, the opponent's Attack lowers.*

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM05	Flash

Attacks

Level	Attack
—	Tackle
7	Leer
11	Astonish
17	Hypnosis
21	Stomp
27	Sand-Attack
31	Role Play
37	Take Down
41	Confuse Ray
47	Calm Mind

Move Tutor

Attack
Double-Edge
Mimic
Substitute
Thunder Wave
Dream Eater
Body Slam

Location(s)

Rarity: Rare
Trade from *Colosseum*

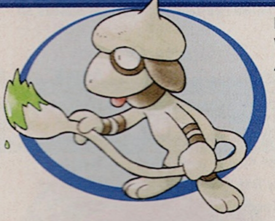
Rarity: Rare
Trade from *Colosseum*

Evolutions

Does not evolve

235: Smeargle™

NORMAL



Height: 3'11"
Weight: 128 lbs.
Ability: Own Tempo—*Prevents Smeargle from being Confused.*

TM/HM

TM/HM#	Name
None	

Attacks

Level	Attack
—	Sketch
11	Sketch
21	Sketch
31	Sketch
41	Sketch
51	Sketch
61	Sketch
71	Sketch
81	Sketch
91	Sketch

Move Tutor

Attack
None

Location(s)

Rarity: Rare
Trade from *Colosseum*

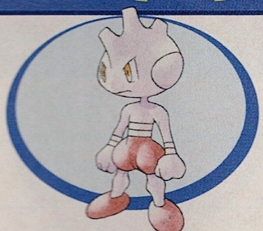
Rarity: Rare
Trade from *Colosseum*

Evolutions

Does not evolve

236: Tyrogue™

FIGHTING



Height: 2'04"
Weight: 46 lbs.
Ability: Guts—*When Tyrogue has a Status Condition, its Attack multiplies by 1.5.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM31	Brick Break
TM32	Double Team
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle

Move Tutor

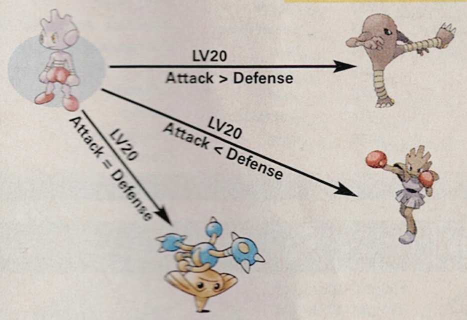
Attack
Body Slam
Double-Edge
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Breed
Breed Hitmonchan or Hitmonlee

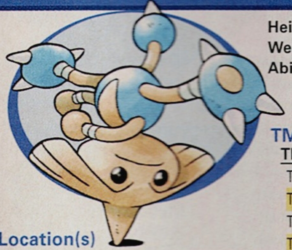
Rarity: Breed
Breed Hitmonchan or Hitmonlee

Evolutions



237: Hitmontop™

FIGHTING



Height: 4'07"
Weight: 106 lbs.
Ability: Intimidate—*When Hitmontop goes into battle, the opponent's Attack lowers.*

TM/HM

TM/HM#	Name
TM06	Toxic
TM08	Bulk Up
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Rolling Kick
—	Revenge
7	Focus Energy
13	Pursuit
19	Quick Attack
20	Triple Kick
25	Rapid Spin
31	Counter
37	Agility
43	Detect
49	Endeavor

Move Tutor

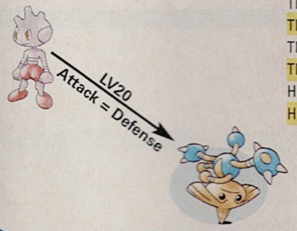
Attack
Body Slam
Double-Edge
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Tyrogue

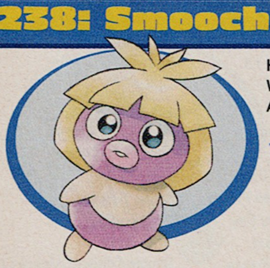
Rarity: Evolve
Trade from *Colosseum*
Evolve Tyrogue

Evolutions



238: Smoochum™

ICE PSYCHIC



Height: 1'04"
Weight: 13 lbs.
Ability: Oblivious—*Prevents Smoochum from being Attracted.*

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM13	Ice Beam
TM14	Blizzard
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
TM48	Skill Swap
HM05	Flash

Attacks

Level	Attack
—	Pound
—	Lick
9	Sweet Kiss
13	Powder Snow
21	Confusion
25	Sing
33	Mean Look
37	Fake Tears
45	Psychic
49	Perish Song
57	Blizzard

Move Tutor

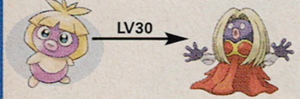
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Substitute
Counter
Seismic Toss
Dream Eater

Location(s)

Rarity: Breed
Breed Jynx

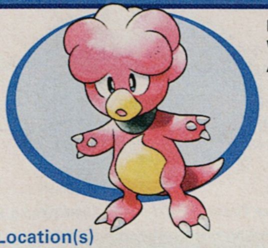
Rarity: Breed
Breed Jynx

Evolutions



240: Magby™

FIRE



Height: 2'04"
Weight: 47 lbs.
Ability: Flame Body—*When Magby is hit directly, the opponent has a 30% chance of being Burned.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM29	Psychic
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM06	Rock Smash

Attacks

Level	Attack
—	Ember
7	Leer
13	Smog
19	Fire Punch
25	Smokescreen
31	Sunny Day
37	Flamethrower
43	Confuse Ray
49	Fire Blast

Move Tutor

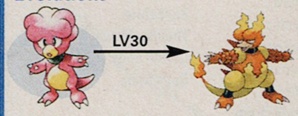
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss

Location(s)

Rarity: Breed
Breed Magmar

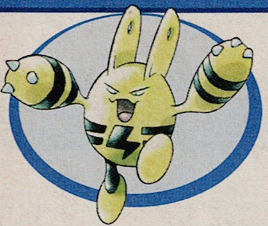
Rarity: None
Trade From *LeafGreen*

Evolutions



239: Elekid™

ELECTRIC



Height: 2'00"
Weight: 52 lbs.
Ability: Static—*The opponent has a 30% chance of being Paralyzed if Elekid is directly hit.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM06	Toxic
TM10	Hidden Power
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM29	Psychic
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM46	Thief
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Quick Attack
—	Leer
9	Thunderpunch
17	Light Screen
25	Swift
33	Screech
41	Thunderbolt
49	Thunder

Move Tutor

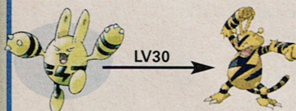
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Thunder Wave

Location(s)

Rarity: None
Trade from *FireRed*

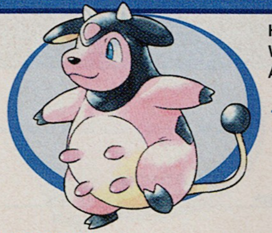
Rarity: Breed
Breed Electabuzz

Evolutions



241: Miltank™

NORMAL



Height: 3'11"
Weight: 166 lbs.
Ability: Thick Fat—*Halves Fire-type and Ice-type attacks on Miltank.*

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM37	Sandstorm
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM03	Surf
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Tackle
—	Growl
8	Defense Curl
13	Stomp
19	Milk Drink
26	Bide
34	Rollout
43	Body Slam
53	Heal Bell

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Counter
Seismic Toss
Rock Slide
Metronome
Thunder Wave

Location(s)

Rarity: Rare
Trade from *Colosseum*

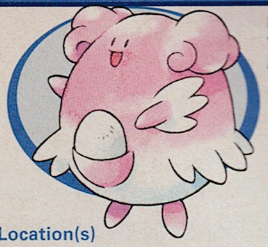
Rarity: Rare
Trade from *Colosseum*

Evolutions

Does not evolve

242: Blissey™

NORMAL



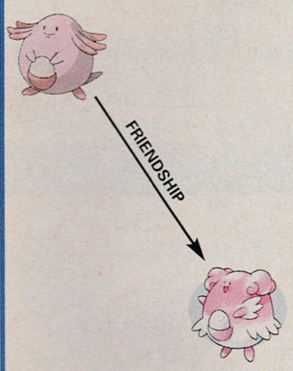
Height: 4'11"
Weight: 103 lbs.
Ability: Natural Cure—*When Blissey is switched out, any status problem is cured.*
Serene Grace—*Extra effects have double the chance of occurring when Blissey is in battle.*

Location(s)

Rarity: Evolve
Evolve Chansey

Rarity: Evolve
Evolve Chansey

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM03	Water Pulse
TM04	Calm Mind
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM48	Skill Swap
TM49	Snatch
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

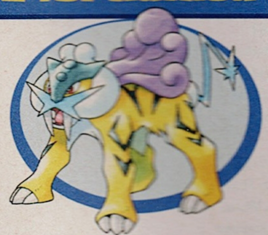
Level	Attack
—	Pound
—	Growl
4	Tail Whip
7	Refresh
10	Softboiled
13	Doubleslap
18	Minimize
23	Sing
28	Egg Bomb
33	Defense Curl
40	Light Screen
47	Double-Edge

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Metronome
Mimic
Softboiled
Substitute
Counter
Seismic Toss
Dream Eater
Thunder Wave

243: Raikou™

ELECTRIC



Height: 6'03"
Weight: 392 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damaged inflicted against Raikou.*

Location(s)

Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter is Squirtle (use Master Ball to catch)
Trade from *Colosseum*

Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter is Squirtle (use Master Ball to catch)
Trade from *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM37	Sandstorm
TM42	Facade
TM43	Secret Power
TM44	Rest
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

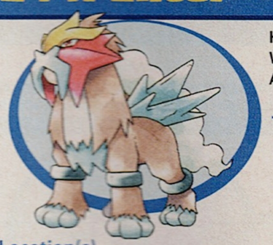
Level	Attack
—	Bite
—	Leer
11	Thundershock
21	Roar
31	Quick Attack
41	Spark
51	Reflect
61	Crunch
71	Thunder
81	Calm Mind

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Thunder Wave

244: Entei™

FIRE



Height: 6'11"
Weight: 437 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damage inflicted against Entei.*

Location(s)

Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter is Bulbasaur (use Master Ball to catch)
Trade from *Colosseum*

Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter is Bulbasaur (use Master Ball to catch)
Trade from *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM42	Facade
TM43	Secret Power
TM44	Rest
HM01	Cut
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

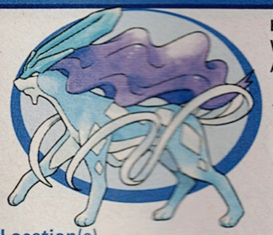
Level	Attack
—	Bite
—	Leer
11	Ember
21	Roar
31	Fire Spin
41	Stomp
51	Flamethrower
61	Swagger
71	Fire Blast
81	Calm Mind

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

245: Suicune™

WATER



Height: 6'07"
Weight: 412 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damage inflicted against Suicune.*

Location(s)

Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter is Charmander (use Master Ball to catch)
Trade from *Colosseum*

Rarity: Only One
Wild in Kanto (after beating Elite Four) if starter is Charmander (use Master Ball to catch)
Trade from *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM03	Water Pulse
TM04	Calm Mind
TM05	Roar
TM06	Toxic
TM07	Hail
TM10	Hidden Power
TM11	Sunny Day
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM27	Return
TM28	Dig
TM32	Double Team
TM33	Reflect
TM37	Sandstorm
TM42	Facade
TM43	Secret Power
TM44	Rest
HM01	Cut
HM03	Surf
HM06	Rock Smash
HM07	Waterfall
HM08	Dive

Attacks

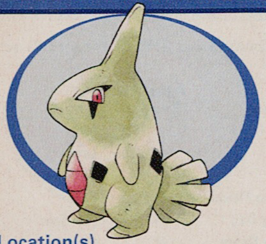
Level	Attack
—	Bite
—	Leer
11	Bubblebeam
21	Rain Dance
31	Gust
41	Aurora Beam
51	Mist
61	Mirror Coat
71	Hydro Pump
81	Calm Mind

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute

246: Larvitar™

ROCK GROUND



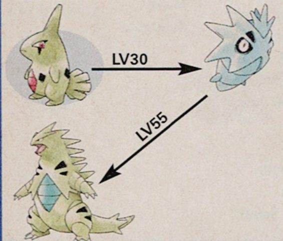
Height: 2'00"
Weight: 159 lbs.
Ability: Guts—*When Larvitar has a status condition, its attacks multiply by 1.5.*

Location(s)

Rarity: Rare
Seven Island

Rarity: Rare
Seven Island

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM06	Rock Smash

Attacks

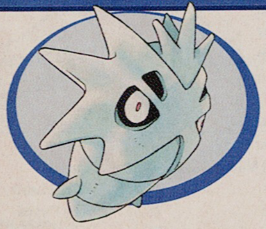
Level	Attack
—	Bite
—	Leer
8	Sandstorm
15	Screech
22	Rock Slide
29	Thrash
36	Scary Face
43	Crunch
50	Earthquake
57	Hyper Beam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

247: Pupitar™

ROCK GROUND



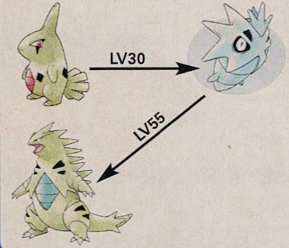
Height: 3'11"
Weight: 335 lbs.
Ability: Shed Skin—*Status effects only last one turn on Pupitar. Has a 30% chance of success.*

Location(s)

Rarity: Evolve
Evolve Larvitar

Rarity: Evolve
Evolve Larvitar

Evolutions



TM/HM

TM/HM#	Name
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM37	Sandstorm
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM06	Rock Smash

Attacks

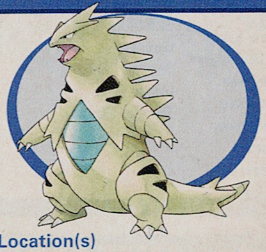
Level	Attack
—	Bite
—	Leer
—	Sandstorm
—	Screech
38	Scary Face
47	Crunch
56	Earthquake
65	Hyper Beam

Move Tutor

Attack
Body Slam
Double-Edge
Mimic
Substitute
Rock Slide

248: Tyranitar™

ROCK DARK



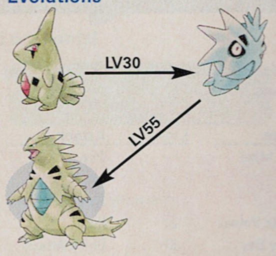
Height: 6'07"
Weight: 445 lbs.
Ability: Sand Stream—*A sandstorm begins when Tyranitar enters battle.*

Location(s)

Rarity: Evolve
Trade from *Colosseum*
Evolve Pupitar

Rarity: Evolve
Trade from *Colosseum*
Evolve Pupitar

Evolutions



TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM03	Water Pulse
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM12	Taunt
TM13	Ice Beam
TM14	Blizzard
TM15	Hyper Beam
TM17	Protect
TM18	Rain Dance
TM21	Frustration
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM39	Rock Tomb
TM40	Aerial Ace
TM41	Torment
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
HM01	Cut
HM03	Surf
HM04	Strength
HM06	Rock Smash

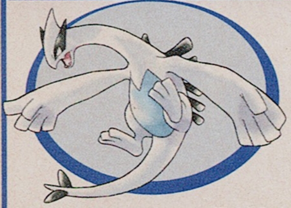
Attacks

Level	Attack
—	Bite
—	Leer
—	Sandstorm
—	Screech
61	Earthquake
75	Hyper Beam

Move Tutor

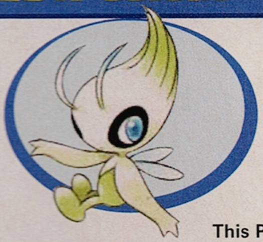
Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Rock Slide
Counter
Thunder Wave
Seismic Toss

249: Lugia™



This Pokémon is not available in the United States.

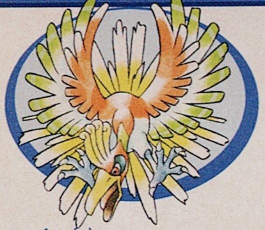
251: Celebi™



This Pokémon is not available in the United States.

250: Ho-Oh™

FIRE FLYING



Height: 12'06"
Weight: 439 lbs.
Ability: Pressure—*Opponent uses 2 PPs for damage inflicted against Ho-Oh.*

Location(s)

Rarity: Only One
Trade from *Colosseum*

Rarity: Only One
Trade from *Colosseum*

Evolutions

Does not evolve

TM/HM

TM/HM#	Name
TM04	Calm Mind
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM16	Light Screen
TM17	Protect
TM18	Rain Dance
TM19	Giga Drain
TM20	Safeguard
TM21	Frustration
TM22	Solarbeam
TM23	Iron Tail
TM24	Thunderbolt
TM25	Thunder
TM26	Earthquake
TM27	Return
TM29	Psychic
TM30	Shadow Ball
TM32	Double Team
TM33	Reflect
TM34	Shock Wave
TM35	Flamethrower
TM37	Sandstorm
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM47	Steel Wing
TM50	Overheat
HM02	Fly
HM04	Strength
HM05	Flash
HM06	Rock Smash

Attacks

Level	Attack
—	Whirlwind
11	Safeguard
22	Gust
33	Recover
44	Fire Blast
55	Sunny Day
66	Swift
77	Sacred Fire
88	Ancientpower
99	Future Sight

Move Tutor

Attack
Double-Edge
Substitute
Mimic
Thunder Wave
Dream Eater

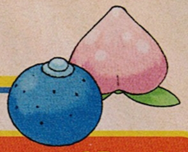
TM List

#	Name	Type	Power	ACC	PPs	Location
TM01	Focus Punch	Fighting	150	100	20	Silph Co., 5th Floor
TM02	Dragon Claw	Dragon	80	100	15	Victory Road
TM03	Water Pulse	Water	60	95	20	Cerulean Gym
TM04	Calm Mind	Psychic	—	—	20	Saffron Gym
TM05	Roar	Normal	—	100	20	Celadon Dept. Store
TM06	Toxic	Poison	—	85	10	Fuchsia Gym
TM07	Hail	Ice	—	—	10	Victory Road
TM08	Bulk Up	Fighting	—	—	20	Silph Co., 7th Floor
TM09	Bullet Seed	Grass	10	100	30	Mt. Moon
TM10	Hidden Power	Normal	—	100	15	—
TM11	Sunny Day	Fire	—	—	5	Safari Zone
TM12	Taunt	Dark	—	100	20	Rocket Base
TM13	Ice Beam	Ice	95	100	10	Celadon Game Corner
TM14	Blizzard	Ice	120	70	5	Pokémon Mansion
TM15	Hyper Beam	Normal	150	90	5	Celadon Dept. Store
TM16	Light Screen	Psychic	—	—	30	Celadon Dept. Store
TM17	Protect	Normal	—	—	10	Power Plant
TM18	Rain Dance	Water	—	—	5	Route 15
TM19	Giga Drain	Grass	60	100	5	Celadon Gym
TM20	Safeguard	Normal	—	—	25	Celadon Dept. Store
TM21	Frustration	Normal	—	100	20	Rocket Base
TM22	Solarbeam	Grass	120	100	10	Pokémon Mansion
TM23	Iron Tail	Steel	75	75	15	Celadon Game Corner
TM24	Thunderbolt	Electric	95	100	15	Celadon Game Corner
TM25	Thunder	Electric	120	70	10	Power Plant
TM26	Earthquake	Ground	100	100	10	Viridian Gym
TM27	Return	Normal	—	100	20	Route 12
TM28	Dig	Ground	60	100	10	Cerulean City Shop/Celadon Dept. Store
TM29	Psychic	Psychic	90	100	10	Saffron City
TM30	Shadow Ball	Ghost	80	100	15	Celadon Game Corner
TM31	Brick Break	Fighting	75	100	15	S.S. *Anne*; Celadon Dept. Store
TM32	Double Team	Normal	—	—	15	Safari Zone
TM33	Reflect	Normal	—	—	20	S.S. *Anne*; Celadon Dept. Store
TM34	Shock Wave	Electric	60	—	20	Vermilion Gym
TM35	Flamethrower	Fire	95	100	15	Celadon Game Corner
TM36	Sludge Bomb	Poison	90	100	10	Rocket HQ
TM37	Sandstorm	Ground	—	—	10	Victory Road
TM38	Fire Blast	Fire	120	85	5	Silph Co., 7th Floor
TM39	Rock Tomb	Rock	50	80	10	Pewter Gym
TM40	Aerial Ace	Flying	60	—	20	Route 9
TM41	Torment	Dark	—	100	15	Silph Co., 4th Floor
TM42	Facade	Normal	70	100	20	unlockable
TM43	Secret Power	Normal	70	100	20	Celadon Dept. Store
TM44	Rest	Psychic	—	—	10	Route 9
TM45	Attract	Normal	—	100	15	Route 24; Celadon Dept. Store
TM46	Thief	Dark	40	100	10	Mt. Moon
TM47	Steel Wing	Steel	70	90	25	Safari Zone
TM48	Skill Swap	Psychic	—	100	10	Route 12
TM49	Snatch	Dark	—	100	10	Rocket Base
TM50	Overheat	Fire	140	90	5	Victory Road

HM List

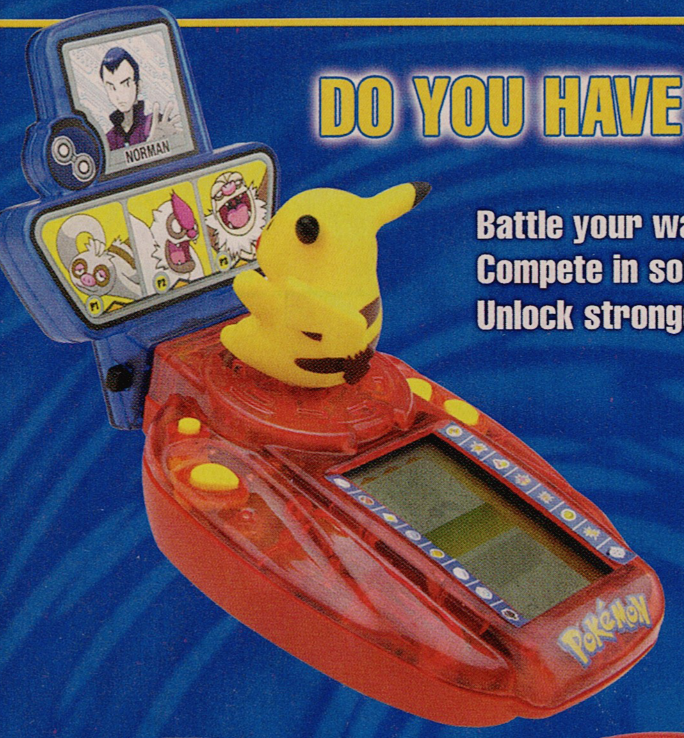
#	Name	Type	Power	ACC	PPs	Location
HM01	Cut	Normal	50	95	30	S.S. *Anne*
HM02	Fly	Flying	70	95	15	Route 16
HM03	Surf	Water	95	100	15	Safari Zone
HM04	Strength	Normal	80	100	20	Fuchsia City
HM05	Flash	Normal	—	70	20	Route 2
HM06	Rock Smash	Fighting	20	100	15	One Island
HM07	Waterfall	Water	80	100	15	Four Island

Berry List



Name	Effect	Flavor	Amount of Powder
Aguav Berry	Eliminates Sleep condition; confuses Pokémon that dislike bitter flavor	Bitter	50
Aspear Berry	Eliminates Ice condition	Sour	20
Belue Berry	Grows into Belue Berry plant	Spicy, Sour	250
Bluk Berry	Grows into Bluk Berry plant	Dry, Sweet	70
Cheri Berry	Eliminates Paralyze condition	Spicy	20
Chesto Berry	Eliminates Sleep condition	Dry	20
Cornn Berry	Grows into Cornn Berry plant	Dry, Sweet	150
Durin Berry	Grows into Durin Berry plant	Sour, Bitter	250
Figy Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike spicy flavor	Spicy	50
Grepa Berry	Grows into Grepa Berry plant	Dry, Sweet, Sour	100
Hondew Berry	Grows into Hondew Berry plant	Dry, Spicy, Bitter	100
Iapapa Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike sour flavor	Sour	50
Kelpsy Berry	Grows into Kelpsy Berry plant	Dry, Sour, Bitter	100
Leppa Berry	Restores PPs when it's zero	Sweet, Spicy, Sour, Bitter	30
Lum Berry	Cures any status condition	Dry, Sweet, Spicy, Sour, Bitter	30
Mago Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike sweet flavor	Sweet	50
Magost Berry	Grows into Magost Berry plant	Sweet, Bitter	150
Nanab Berry	Grows into Nanab Berry plant	Sweet, Bitter	70
Nomel Berry	Grows into Nomel Berry plant	Spicy, Sour	150
Oran Berry	Restores 10 HPs when it's half or lower	Dry, Sweet, Spicy, Sour, Bitter	30
Pamtre Berry	Grows Pamtre Berry plant	Dry, Sweet	250
Pecha Berry	Eliminates Poison condition	Sweet	20
Persim Berry	Eliminates Confusion condition	Dry, Sweet, Spicy, Sour, Bitter	30
Pinap Berry	Grows into Pinap Berry plant	Spicy, Sour	70
Pomeg Berry	Grows into Pomeg Berry plant	Sweet, Spicy, Bitter	100
Qualot Berry	Grows into Qualot Berry plant	Sweet, Spicy, Sour	100
Rabuta Berry	Grows into Rabuta Berry plant	Sour, Bitter	150
Rawst Berry	Eliminates Burn condition	Bitter	20
Razz Berry	Grows into Razz Berry plant	Dry, Spicy	70
Sitrus Berry	Restores 30 HPs when it's half or lower	Dry, Sweet, Spicy, Sour, Bitter	30
Spelon Berry	Grows into Spelon Berry plant	Dry, Spicy	250
Tamato Berry	Grows into Tamato Berry plant	Dry, Spicy	150
Watmel Berry	Grows into Watmel Berry plant	Sweet, Bitter	250
Wepear Berry	Grows into Wepear Berry plant	Sour, Bitter	70
Wiki Berry	Restores HPs when it's half or lower; confuses Pokémon that dislike dry flavor	Dry	50

Do YOU have what it takes to be the ultimate Pokémon Trainer?



DO YOU HAVE THE SKILLS?

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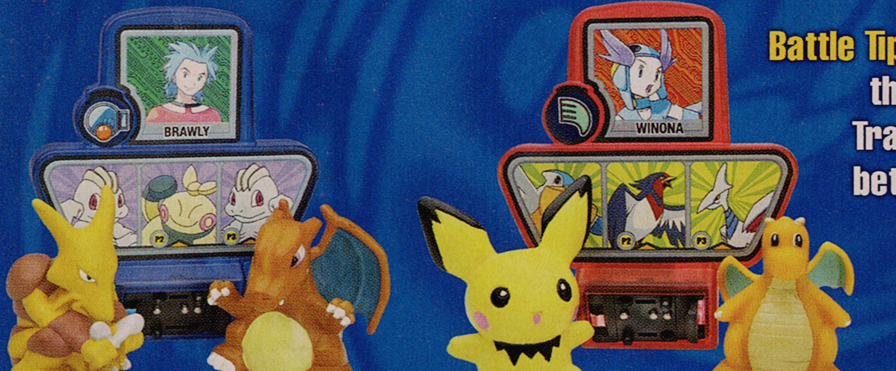
You choose the characters to battle against different Gym Leaders! More characters and cartridges coming soon!



Battle Tip #1: The V-TRAINER unit gives you the same experience as a Pokémon Trainer... the more you compete, the better you become. In the beginning, battles are very tough. Keep trying and you will succeed!

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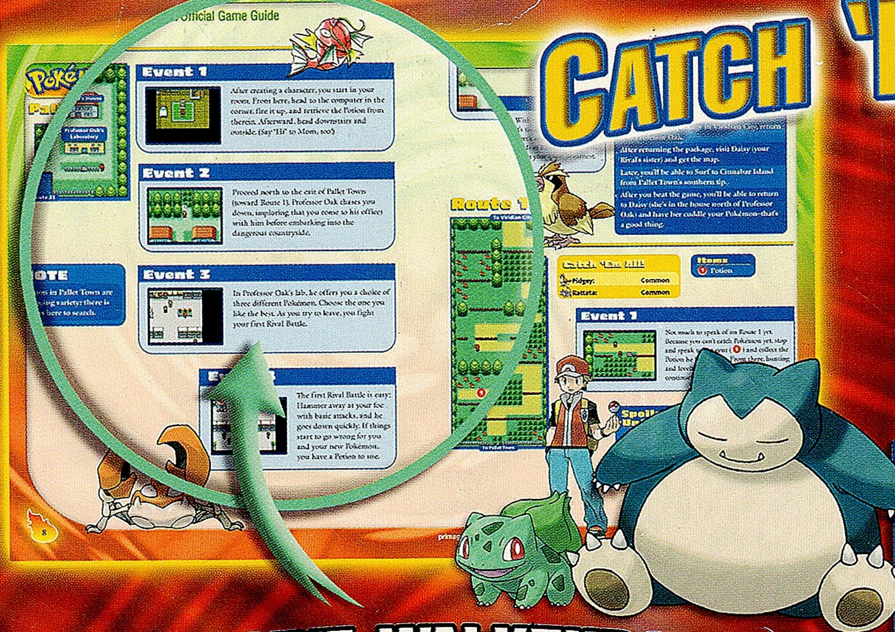
Games/Strategy/RPG
Platform: Game Boy® Advance



Official Game Guide

Event 1

After creating a character, you start in your room. From here, head to the computer in the corner, fire it up, and retrieve the Potion from therein. Afterward, head downstairs and outside. (Say "Hi" to Mom, too!)

Event 2

Proceed north to the exit of Pallet Town (toward Route 1). Professor Oak chases you down, imploring that you come to his offices with him before embarking into the dangerous countryside.

Event 3

In Professor Oak's lab, he offers you a choice of three different Pokémon. Choose the one you like the best. As you try to leave, you fight your first Rival Battle.

The first Rival Battle is easy: Hammer away at your foe with basic attacks, and he goes down quickly. If things start to go wrong for you and your new Pokémon, you have a Potion to use.

CATCH 'EM ALL AGAIN!

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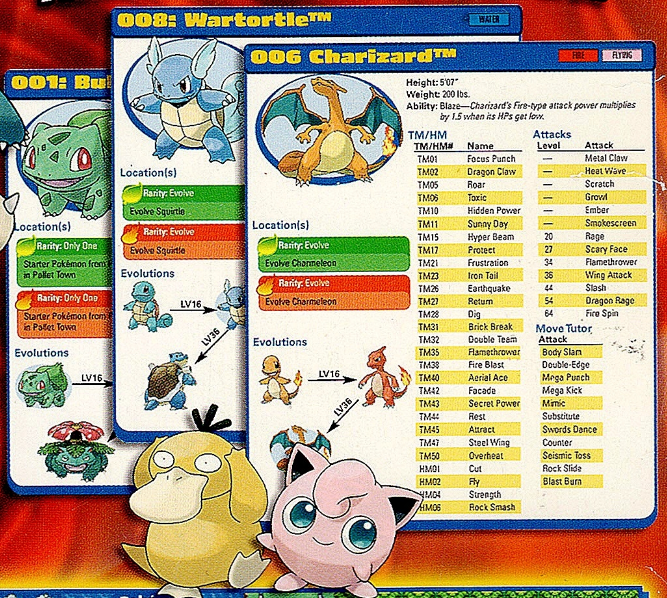

008: Wartortle™ WATER

006 Charizard™ FIRE FLYING

Height: 5'07"
Weight: 200 lbs.
Ability: Blaze—*Charizard's Fire-type attack power multiplies by 1.5 when its HPs get low.*

Location(s)

Rarity: Evolve
Evolve Charmeleon

Rarity: Evolve
Evolve Charmeleon

Evolutions

TM/HM

TM/HM#	Name
TM01	Focus Punch
TM02	Dragon Claw
TM05	Roar
TM06	Toxic
TM10	Hidden Power
TM11	Sunny Day
TM15	Hyper Beam
TM17	Protect
TM21	Frustration
TM23	Iron Tail
TM26	Earthquake
TM27	Return
TM28	Dig
TM31	Brick Break
TM32	Double Team
TM35	Flamethrower
TM38	Fire Blast
TM40	Aerial Ace
TM42	Facade
TM43	Secret Power
TM44	Rest
TM45	Attract
TM47	Steel Wing
TM50	Overheat
HM01	Cut
HM02	Fly
HM04	Strength
HM06	Rock Smash

Attacks

Level	Attack
—	Metal Claw
—	Heat Wave
—	Scratch
—	Growl
—	Ember
—	Smokescreen
20	Rage
27	Scary Face
34	Flamethrower
36	Wing Attack
44	Slash
54	Dragon Rage
64	Fire Spin

Move Tutor

Attack
Body Slam
Double-Edge
Mega Punch
Mega Kick
Mimic
Substitute
Swords Dance
Counter
Seismic Toss
Rock Slide
Blast Burn

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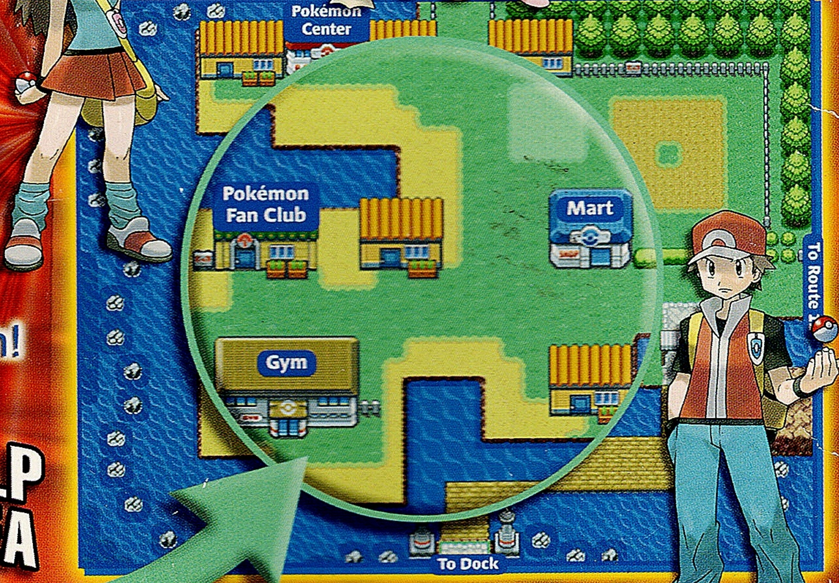

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